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online CONSOLE WARS



PS2 ONLINE vs XBOX LIVE

SEPT 2002 - IGNINSIDER



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- :: Pom on the PS2 :: Antz Extreme Racing for Xbox
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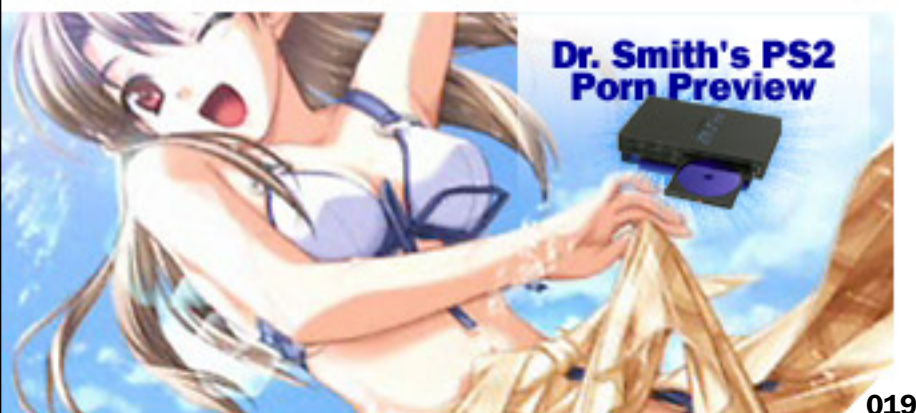




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Letter from the Editor ::

This latest issue of Unplugged is exciting to me for many reasons. First, every single contributing IGN editor has finally turned in all of their Unplugged articles so that the design team could finally finish the layout and we could all publish the dang thing. This itself is a feat truly worthy of celebration and perhaps even a national holiday.

Secondly, as you have no doubt already noticed, this month's issue tackles a subject that is very near and dear to our hearts: online console gaming. Since Nintendo tends to drag its feet on the matter, we'll be focusing our attention on the two big swingers that are currently stepping up to the plate: PS2 vs. Xbox. Come and read along as we unleash our rabid PS2 and Xbox editors into a raucous roundtable rumble. They'll kick, they'll scratch, they'll even call each other childish names – but in the end, you will be better off for it.

And lastly, this month's issue is a historic one. It is the last of a dying breed, as next month's issue will be an entirely new beast altogether. It will have the same great IGN Unplugged look and style that you've grown to love but with a brand new, finely tuned engine roaring from within. We're excited to show it to you, and I think you'll be equally excited to get your hands on it. For those who can't wait an entire month to sneak a peak at the new layout, you can flip to the last page right here and now.

Now sit back, relax, enjoy the online debate, and try not to let David Smith poke you in the eyeball.

Cory D. Lewis
– Cory D. Lewis

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EMAIL OF THE MONTH ::

Subject: The Sims Online Creators E-mail Wanted

Could I please have Will Wright's info or e-mail address because I really want to give him some ideas about the game. -- **Toni**

XBOX ::

Help Getting Your Xbox Live

I tried using the link on the Xbox Live faq page to send this question but it wasn't working. Anyway I was wondering if you could include a section on how to set up your xbox. Obviously you need a cable or dsl modem but many people are ignorant/complete morons and won't know how to set it up especially if you need to connect your computer and xbox to the same modem using a hub/router. So I thought including a section on what you'll need and how to set up the following combinations would be a good idea.

1. just your xbox
2. your xbox and computer using a hub/router
3. your xbox and computer using a wireless router

I figure the third one might confuse people since some would have to add/replace there ethernet card with a wireless ethernet card. Anyway just a thought

– Gordo

***Aaron responds:** That's a damn good idea, and as soon as we've actually gone though all of those scenarios with Xbox Live, and a few others, we'll be putting a comprehensive feature together. It may not be part of the FAQ itself, but we'll definitely link to it from the Xbox Live FAQ.*

Factoring Live into the Reviews?

I look forward to your reviews on

featured games. So far there hasn't been a game that I've disagreed with you guys on the scoring. I was curious if you will include a "LIVE" section in your future reviews when Xbox Live finally rolls out? I would love to hear your opinions on the individual game's online capabilities and options. Thank for your response.

– Rob

***Aaron responds:** We really wouldn't be doing our jobs if we neglected the Xbox Live features of upcoming games. We just have to make sure that we run through Xbox Live games in the same environment as all of you, and not some controlled special situation. Some games will take advantage of the service better than others. Games that only connect two Xboxes online aren't as ground breaking as games that will connect multiple users in all kinds of team based games along with downloadable content. Plus there are probably ways Xbox Live will be used that we haven't even thought of yet.*

PLAYSTATION 2 ::

Porn! Porn!

Let's start with questions of a prurient interest. With Dave Mirra XXX leading the way for exposed breasts in American video game (or, at least to my knowledge, the first since the days of Mystique's horrible offerings for the Atari 2600, including such non-classics as *Bachelor Party* and the infamous *Custer's Revenge*), will the US finally get the equivalent of the strip mahjongg game? While

mahjongg itself is right out (though, if anything could get a US audience to learn the game, it's nekkid women), I'd be suprised if a straight-forward strip poker game wasn't hot on it's heels. Any word of new smut for the truly pathetic currently in development? Can we expect *Debbie Does Pikmin* for the GameCube?

– cube_smut_flend

***David responds:** No news of strip mahjong for consoles in the offing – the entire genre seems unfortunately moribund right now, with no Suchie Pai releases since...what, that one collection for the Dreamcast? Unfortunately, the heyday of quality strip MJ can be said to have died with the Saturn. However, you can at least look forward to a Q2 2003 release for *Debbie Does Pikmin*, which is coming along just fine.*

Softcore! Softcore!

Now that the fine folks at Agetec have proven themselves to be completely and utterly insane with the forthcoming release of Zettai Zetsumei Toshi/Disaster Report for the PS2, what do you predict are the best contenders in the Import Games We Didn't Think Would Stand A Chance In Hell Of A Domestic Release category? We'll be seeing announcements for Tokimeki Memorial: Girl's Side any day now, right?

– shiori_lives

***David responds:** For a while, there were rumors linking Tokimeki ▶*

Memorial 3 with Eidos' new Fresh Gams imprint, but that does not appear to have panned out. Not that big of a deal, really, since Tokimemo 3 was a distinct disappointment – it flopped in Japan. Currently, Agatec remains the king of hopeless localizations, with no other publisher coming even close to challenging its record any time in the foreseeable future.

GAME BOY ADVANCE ::

GTAIII on the GBA?

Would you happen to have any new info on Grand Theft Auto III for GBA? I have heard nothing and seen not one screen shot since it was announced. I know that you editors probably have numbers where you can contact the publishers and hassle 'em so please do all of us loyal paying subscribers a favor and get some information pretty please. It is scheduled to release on 10/01 and I want to pre-order it but not without any information on it or your opinion.

– fykusfire

Craig responds: : Okay, here's the deal, here's what we know so far about Grand Theft Auto III on the Game Boy Advance. Early last year, a new developer, Destination Software, acquired the rights to several Rockstar/Take 2 games to be produced on the GBA, including Grand Theft Auto III. The game was supposed to be done in November 2001, but that didn't happen for whatever reason. Signs pointed to Rockstar trying to re-acquire the GBA rights after the insane success the PS2 version had. Time went on, and there was still no GTAIII for GBA. According to sources, Rockstar has indeed scarfed back up the rights to produce the GBA game, with Destination Software co-branding it. The game is reportedly in development at Crawfish Interactive, a very competent GBA developer, but no screenshots or game details have been made available. Chances are good that it won't make it out by this

Christmas, but Rockstar is being extremely secretive about the game.

PC ::

America's Trickery

I've e-mailed you numerous times, but to no avail, so my confusion continues. However, I will make an assumption that the downloadable version of America's Army is the final version, which leads me into my next question: if the final version of America's Army is available, why is there no review? I'm sorry if you just haven't had time yet, I was just curious. Thank you!

– Jack Cingdon

Ivan responds: : It's a tricky thing, America's Army. On the one hand the version you are seeing can be construed as final, but on the other, it cannot.

Here's how it works, the game you can play right now is technically considered a beta and will be patched continually until it is perfected and eventually becomes the final. So in one sense, it's like you're buying a crappy game (final) and then just getting patches, thus it should be reviewed when perceived as such. But, because the title is free and there is no physical media currently available, what you see is also still just a beta, and it will stay that way until the Army releases the CD, acknowledging that the game is complete.

Once the Army ships the CD, we'll review it (should be later this month or possibly sometime in the next).

Spacey Omission

Someone wrote in asking you about what good space-sims were coming out. I noticed that Freelancer was missing from your response. Has the game been cancelled or does it just suck? Thanks.

– Monk Bot

Ivan responds: : Neither. Freelancer was omitted from my "space-sims to look out for" list because it's not



A Tactical Sequel

GAME BOY ADVANCE ::

I just want to know if there is any truth to the rumour that the Final Fantasy Tactics coming for Gameboy Advance is a sequel. If this is so, will there be new characters and new gameplay?

– Wis

Craig responds: : Yes, it looks like Final Fantasy Tactics for the GBA will indeed be a sequel to the PlayStation game, with brand-new missions, characters, weapons, magic, etc. But no other details have been made available. The game will ship first in Japan, but then it'll have to be localized for the US, and that takes time. Expect a summer 2003 release here in the states.



FILMFORCE :: Jennifer Love's Hewitts

Yo. Jennifer Love Hewitt is so freakin' fiine. I read on your site a while back that she has a movie coming out with Jackie Chan (he is awesome!), but I haven't heard anything else about it. – **Bradley T.**

Linder responds: : The new Love Hewitt-Chan flick that you're thinking of is *The Tuxedo*, from DreamWorks. Jackie plays a cabbie-turned-chauffer who discovers a tuxedo that gives him enhanced fighting skills and abilities when he puts it on. He's subsequently thrust into a dangerous world of espionage (gotta hate it when that happens), and paired with a rookie partner (played by Love Hewitt). *The Tuxedo* hits theaters on September 27th.

actually a space-sim, at least not in the conventional sense.

Playing *Freelancer* doesn't even involve a joystick – it's all mouse and keyboard. The game has an on-screen reticle that's moved about with the mouse. When that reticle reaches the edge of the screen your vessel turns in that direction. This is how general maneuvering is accomplished. Speed can be set by the mouse wheel or keyboard. All other ship functions are on the keyboard. Most of the game involves targeting a ship and initiating an auto-follow function (the success of your craft's tracking is directly dependent on your ship's upgrade level), and then it's up to the player to shoot...a lot.

It's way cooler than it sounds, but it's still not anything close to a traditional space combat simulation (no more than *Bridge Commander* is, anyway).

GAMECUBE :: Gladiator: Thumbs Up or Down?

Is LucasArts *Gladiator* looking to be a good RPG? It looks interesting, and with new approach! I hope its good.

– **iiLinkintimell**

Fran responds: When we originally saw it in pre-alpha form at E3, we weren't so sure about it. It's an odd blend of turn-based combat and action sequences. Since then, we've heard a little more about the title, and it could turn out to be quite decent. A few of the critical designers we know have commented that it's coming along nicely and plays great. We'll have hands-on impressions again sometime soon, but remember that it is a 2003 title. So, it has a ways to go.

Zelda to Hit Japan in December?

Is *Zelda* still scheduled for December in Japan? – **MrSocko982**

Fran responds: That's what Nintendo has last said. Frankly, I simply cannot believe that the company will get

Zelda out for GameCube so soon. The fact that it wants to launch in December, the last month possible in the year says something about how tight the schedule is. What is very interesting, though, is that Nintendo recently ran a promotional TV spot featuring *Metroid*, *Final Fantasy*, *Star Fox*, and *Zelda*. That's the first time they've shown the game to the public and on a national advertisement, no less. This much is at least a good indication that Nintendo wants the public thinking about it and playing it soon. I'm keeping my fingers crossed, but I'm betting that the title will get pushed to a mid-2003 release for Japan.

DVD :: Voyager on DVD

Hey guys, my name is Matt and I'm a *Star Trek* fan, now I'm sure dozens of people have probably asked this question before but here it goes any way.

I have seen *The Star Trek TNG* DVD seasons one, two and three, now my question is, are the same people that put together the ST: TNG DVD seasons coming up with a *Voyager* set? Because *Star Trek Voyager* was best in my opinion. – **Matt**

Jeremy responds: The current word is saying that *DS9* will arrive on DVD in 2003 with *Voyager* following in 2004.

Eight Legged DVD Freaks

I was just wondering if there's been an announcement about *Eight Legged Freaks* coming to DVD. I know it may be a little early to be asking, but I had a blast at the theaters, and would love to see it again on DVD soon. Thanks! – **Nick**

Jeremy responds: No official word yet, but I'd expect to see it on DVD before the end of the year.

Want your voice to be heard? Visit the IGN sites for the various email addresses or tell us your thoughts about *Unplugged* at unplugged@ign.com. ■

online

CONSOLE WARS



PS2 ONLINE vs XBOX LIVE

A new era of console gaming has been born.

In 1999, the revolution known as "online" began its infancy with the narrowband Dreamcast experience and, to a lesser extent, its broadband counterpart. Now – this month – the grand ideal has finally matured alongside technology into something truly exciting. Living rooms across the country will soon be united in ways that your grandparents had never imagined. There is no denying its appeal – online console gaming is here!

As you are no doubt aware, the current leaders of this online race are industry juggernauts Sony and Microsoft. Both the PS2 and Xbox now provide a pre-packaged service, special offers, online titles, and promises for the future. We know that the laundry list of these various options and features can be somewhat overwhelming to digest in one serving, thus your friends at IGN have once again come to the rescue with this month's Unplugged cover story.

Prepare to listen-in on our IGN PS2 and Xbox staff as they go head-to-head, debating the merits of each system and its respective online plan. Whether you're a platform-loyalist making the decision to move online or a multi-console owner looking for the best of the bunch, we hope that this no-holds-barred analysis will both entertain and educate as you head into the online arena this fall. ►

PLAYSTATION 2 ONLINE

the facts:



pg: 8

XBOX LIVE

the facts:



pg: 11



online CONSOLE WARS

David Smith, IGN PS2:

Okay, so I'm supposed to talk about how Xbox Live is going to suck, and you're supposed to talk about how PS2 online gaming is going to suck. That's right, right?

Well, at this point, PS2 online is going to have an excellent debut. There's a lot of buzz for games like *SOCOM* and *Twisted Metal*, and there's some good stuff backing those up, like *Auto Modellista*. If the servers don't all go splat at once or something catastrophic like that, I figure it'll all go well.

But what about next year? There are all of three online games announced beyond 2002, and the recent failure of Eidos' attempt to get *TimeSplitters 2* online doesn't speak so well of Sony's third-party support in this matter. We all expected EA and Sega to be able to get online, but if smaller companies can't, we're not going to see the kind of breadth of online gameplay that PC users presently enjoy.

So here's a tack to start things off with – does Microsoft have games coming next year to keep people interested in Xbox Live, or will the initial wave have to carry things until the next holiday season?

Hilary Goldstein, IGN Xbox:

Microsoft definitely has the better system. I've played Xbox Live a few times, and there's no latency thanks to the dedicated servers and required broadband access. The games right off the bat are better than *SOCOM*, which I think everyone has renamed *SNORECOM*, or *Twisted Metal Black*, which was great last year when it first came out.

Xbox Live gives you some cross-platform stuff like *NBA 2K3* and *NFL 2K3*, but you also get some fine exclusive games like *Unreal Championship* and *MechAssault*.

MechAssault is the real deal. A lightning-fast action game in mechs that is incredibly fun to play. But beyond the online offerings, Xbox owners gain a lot more from being online.

Downloadable content is going to be bigger than people think. Every online game we've heard of will have downloadable content the day of launch. New maps and weapons for *Unreal*, roster updates and even new hairstyles and shoes for *NBA 2K3*, maps, weapons, and new mechs for *MechAssault*, and on and on. With a big fat 8-gig hard drive, Xbox gamers will be able to store a lot of goodies on their hard drives – even entire games downloaded off the net.

I'm not sure how the community works on PS2, because, as far as I know, there isn't one. But for Xbox, you will get to have a buddy list, sort of like AIM, and it will tell you when your buddy is online. Even if he's not playing an online game, as long as the broadband connector is hooked up, he'll be recognized. Then if his buddy is playing say, ►



PLAYSTATION 2 ONLINE

the facts:

The Package

The PlayStation 2 Network Adaptor package is, for the most part, just that. For \$40, you get the hardware and a startup disc. Said disc, however, has some fun stuff, including demo movies and a playable version of *Frequency*, and of course, you can send away for the free copy of *Twisted Metal*. To get the voice communication headset, however, you have to buy it as part of the \$60 *SOCOM* package. If you don't have an ISP, the startup process includes pointers to about half a dozen different service packages.

The Connection Quality

The setup procedure is cake. We were online via our broadband connection in a couple of minutes. Modem users may take more time with the registration process, but we haven't heard anything about setup difficulties from that quarter.

The quality of the online gameplay experience on PS2 has the potential to vary considerably, however, because every publisher will be setting up separate server arrangements for every game. Some companies will have it together, while some others, unfortunately, may not. And then there are still others, like Eidos, that will simply give up halfway through in the face of the effort and expense. So far, our experience has been mostly favorable. Sony's games, like *SOCOM*, *GameDay*, *Frequency*, and *Twisted Metal* have all run just fine, and Sierra's *Tribes* was quite smooth as well. However, early experience with EA's *Madden* has been a little less impressive, with lag and crashes intruding on gameplay. ►



online CONSOLE WARS

Hilary Goldstein, IGN Xbox: (cont.)

MechAssault, it will actually tell him he's there and ask if he wants to join in.

Because really, who wants to play with a bunch of unknown jerks online? And that's another good thing. You get one identity. One name that is yours and only yours. And that's how folks will know you. Knowing how our message boards work, I imagine that a great *Unreal* player will become spoken of and known throughout the community. Pretty cool stuff.

For \$50 you get a year's service, the communicator (which developers are required to use for Xbox Live games), and at least one pack-in game that has not yet been announced. *Revolt* has been cancelled, by the way, because Microsoft wants to include something worthwhile to play. A pretty good deal for only \$50.

As for the future, there are three or four MMORPG's planned for next year and about 50-60% of all games in development for 2003 will include online functionality. Xbox was designed from the start as an online gaming system. That's why it has the hard drive, and that's why it has the broadband adapter built in. That's why it's going to be the best online system around. PS2 was never intended to go online, and I think that's clear from the design. But there was pressure, first from Sega and now from Microsoft, for gaming consoles to go online. Sony's plan (if you call it that) seems flawed and weak and would probably do okay if there weren't a superior set-up around called Xbox Live.

Sony wins the console war, but Microsoft will definitely win the online battle.

David Smith, IGN PS2:

<EA Hosehead Style> Yeah, well, everybody's going to buy ours anyway, so even if your game is better, you're doomed.

</EA Hosehead Style>

And the kids actually do dig the *SOCOM*. Heaven knows why, but when we polled our readers about what online games they were interested in, it beat the nearest competition three to one. It even beat, "No, I'm not going to bother going online."

Anyhow, I won't bother arguing that Microsoft won't offer a better service, because that kinda flies in the face of logic. Sorry, kids, Doug's out of the office, and my mind is unfortunately constrained by the bands of reason (most of the time). Here's the big question, though: will people bite? The startup price for the two services, after all, is about equal: \$40 for a PS2 Network Adaptor, \$50 for your first year of Xbox Live – same difference. That extra \$10 is made up by the cost of getting your headset along with *SOCOM*, after all. ►

PLAYSTATION 2 ONLINE

the facts:

The fact of the matter is that we won't really know what things are like until the service becomes available to the public. On the one hand, the network code and server arrangements may not be finished yet. On the other hand, there's a world of difference between a limited beta test and thousands of gamers hammering on the servers. Microsoft's system does have the advantage of keeping all of those servers under one roof, though, with one authority handling quality control.

It also has the (dis?)advantage of being broadband-only. That's a two-edged sword, because it limits the number of users who can play, but it also ensures a better experience for those who do get online. Broadband is the future either way, though – Sony's support for 56K users at this point could best be described as half-hearted. *Tribes* and *Twisted Metal* are extremely limited when played with a modem, and *SOCOM* is of course for broadband users only. If half the present online lineup is more or less forbidden to 56K users, what will next fall's be like?

The Games

Sony is starting out with a pretty well rounded lineup. The major sports are covered, with football and basketball titles on the way from both Sega and EA. *Tribes* and *SOCOM* are both there to supply the popular PC-style team-based action experience. *Twisted Metal* offers a more console-oriented action game, and *Frequency* is an oddball alternative. *Auto Modellista* covers the racing genre along with *ATV Offroad Fury 2*, and also holds the possibility of some interesting community features. And since there has to be the usual ►



Tribes
Aerial
Assault



online CONSOLE WARS

David Smith, IGN PS2: (cont.)

But in either case, will enough of an audience go to the trouble to hook up a broadband connection and get online? Sure, there's going to be a hardcore few following either service. But you should see some of the brain-damage cases I get in the mailbag every day – they're going to be busy trying to figure out why a CAT-5 cable won't plug into their toaster. To my mind, that's going to be the obstacle to success for both services. Beating the competition will be a secondary concern, compared to educating the market.

Aaron Boulding, IGN Xbox:

I won't bother to repeat all of the virtues of Xbox Live that Hil mentioned, but I do agree that the biggest question is, "Will they buy it?" not, "Which service is better?"

In a strange way, Sony and Microsoft are really going to be helping each other by competing at the same time in the online console market. The game-buying public that actually pays attention to such things will be convinced that there must be something to this whole online console phenomenon if these two titans are pounding them with the message that online is the future.

On the other hand, the US economy is built on the stupidity of the masses (remember acid washed jeans?), but at this point, that stupidity has to be considered a liability. With IGN, you've got the premier source of videogame information at your fingertips, yet our readers, in theory the most savvy of savvy when it comes to games, still pepper me with questions about broadband and Xbox Live.

Questions like "Can I still talk on the phone while playing Xbox Live?" and "Why can't I just play through AOL" are more common than Microsoft would want.

Much of Microsoft's marketing plan for Xbox Live will be to show people how simple it is to get online with their Xbox. They seem committed to a three-step process of 1) Get an Xbox, 2) Get DSL, and 3) Sign Up and Play, but those second and third steps are land mines of confusion waiting to happen. Condensing the whole process into a few simple steps is the key to the whole enchilada of online console gaming. Microsoft seems to have come closer to hitting this goal than Sony has. Microsoft has the pretty orange logo, a comprehensive program with a flashy name, and the damn thing actually works as advertised. They've done all they can do on their end. It's now up to the masses to stampede to their doorstep.

I think that Sony, like Nintendo, designed their box with all kinds of potential functionality in mind, but now that they're actually having to pull some online gaming out of the PS2's innards, it's a different story. Buying all kinds of ►

PLAYSTATION 2 ONLINE

the facts:

collection of silly party games, there's *My Street*.

After that, things get a little foggy. There's at least one online RPG on the way, *Everquest Online Adventures*, but we haven't seen a whole lot that interests us from that quarter yet – current screenshots do not, as they say, do much to show off the power of PlayStation 2. The game fans are really after is *Final Fantasy XI*, but with rumor swirling around SCEA's unwillingness to market the PS2 hard drive in the states, it's possible that we may not see FFXI over here, or at least not in a form that much resembles its Japanese incarnation. The only other vaguely confirmed online games beyond this year would be *Resident Evil Online*, which is just a title and a trailer movie right now, and *Star Wars Galaxies*, about whose potential graphical performance we have some very deep misgivings.

Hey, here's a funny one. Square hinted at bringing FFXI to multiple platforms. If it came to Xbox, localization would be a lead-pipe cinch...

An online version of *Gran Turismo* has been hinted at for some time, but that might not see the light of day until 2004. The same goes for many of Sony's other tentatively-titled announcements – a possible *Ace Combat* game, *Armored Core Sigma Project*, *Resident Evil Online*, and so on. They may be very impressive, but we'll wait to be impressed until they're more than just names. ■



:: Auto Modellista

For more information on getting online with PS2
visit: <http://ps2.ign.com/articles/368/368038p1.html>



online CONSOLE WARS

Aaron Boulding, IGN Xbox: (cont.)

add-ons and expensive boxes that don't look like they do anything cool, might be too much for the public. However, Xbox Live should have kids sprinting out of stores already wearing their headsets like so many undersized bodyguards or Britney Spears backup dancers, because those are obviously so cool. Plus, I haven't heard any PS2 editor mention the *Final Fantasy XI* fiasco. That game is online only and will cost gamers a lot more than a \$40 network adaptor.

David Smith, IGN PS2:

The *Final Fantasy XI* fiasco is a *lot* more interesting than that. The current rumor is that SCEA is seriously considering leaving the hard drive in Japan, which means that they couldn't even release FFXI in this country. Not without completely redesigning it, anyway. The funny part is that localization would be a snap if it were an Xbox game.

Anyway, I think Aaron's right on there, and I like the point that Sony and Microsoft are almost working together in some ways. Selling online gaming isn't hard, but selling broadband access is pretty difficult.

The relative hardware design is kind of interesting, too. Sony was talking about broadband when they announced the system, sure, but were they thinking about it when they designed it? I think Microsoft had just a little bit of a time advantage – they were working on their system at a point when it was definitely clear what access technologies were going to be the future, whereas Sony was just at the tail end of the 56K era that spawned the Dreamcast.

MS also has the advantage of having worked on online gaming before. Say what you want about the quality of the MSN Gaming Zone, it at least gave them some experience setting up stuff like this. The trademark of Sony's online efforts has been big promises and weak delivery. I get the impression that there have been some problems translating all the big ideas into workable realities.

To get back to what I might be supposed to be talking about, regardless of all the misgivings above, I *do* think playing PS2 games online will eventually be worth the effort. SCEI's big list of online projects has some unbelievably exciting stuff – *Ace Combat* online, an *Armored Core* with expanded online elements, cooperative *Resident Evil* online, *Gran Turismo* online, and, finally, an online *Bomberman* game that might get a decent number of players on board. Does Xbox Live have *Bomberman*? Does it? Does it?

Hilary Goldstein, IGN Xbox:

I think that both of these big companies pushing for online ►



The Package

Xbox Live brings you a solid package for a mere \$50. For those big bills, you get a year's worth of Xbox Live service (*not* broadband service), the Voice Communicator usable with all Xbox Live games, and an Xbox Live disc that will open up Live on your Xbox hard drive. The start-up disc allows you to sign up for the service and will include several games, which have yet to be announced. The Xbox comes with a built-in Ethernet port, but you'll have to have your own DSL service already active in your house. Just plug your Ethernet cable into the back of your Xbox and you're ready to go. Your year's worth of service includes your own unique gamertag (which the online community will use to identify you), the ability to download new game content onto your hard drive, and the use of a buddy list and matchmaking system so you can find the right friends and strangers to play with online.

The Connection Quality

Rather than letting developers worry about hosting games and figuring out how best to create an interactive community, Microsoft took the initiative and made online developer as easy as possible for third-party companies. Microsoft uses dedicated servers to help keep games latency-free and have set a standard for what must be in every Xbox Live game. Every game makes use of a person's unique gamertag, offers matchmaking abilities, and features the Voice Communicator.

Microsoft's approach is to make sure that there's no question that the online experience is good. The game itself may be poor, but because every online games follows the same rules and ►



online CONSOLE WARS

Hilary Goldstein, IGN Xbox: (cont.)

will force the industry that way, whether consumers are ready for it or not.

As much as I like to think that consumers dictate all industries (i.e. you don't buy something, they stop making it), in truth, I think the video game industry can easily dictate what the consumer will buy.

No one wanted some of the crap that has come out in the past, but with Sony and Microsoft pushing for online and third party companies following their lead, the consumer won't have a choice. By the end of next year, there will be a large number of online games. They may not buy into it this year, but they probably won't have much choice next holiday season.

It's sort of like DVDs. At some point you just have to stop promoting videos and make it seem like the only choice is the format you want to sell. We'll see a lot more about online this and that come this time next year.

Sure, there will be choices for those who want to avoid online. Most online games won't go the Final Fantasy route and be online only. But both companies will promote online communities and the online game. And that's also probably the best way to attract some PC gamers to try out a console.

I think both will be successful in terms of numbers, but I do think Sony's plan is nearsighted and flawed. From everything we've heard from Microsoft, it seems like this first year of Live is just a toe in the water to what we'll be seeing in 2004 and 2005.

Microsoft is starting smart, though, by not having any RTS games or "thinking" games online this year. This year is all about shooters, basically – something that appeals to a broader market. Next year, they will bring in some deeper games and ▶

XBOX LIVE

the facts:

guidelines, the Xbox Live experience will remain the same across all Live games.

Requiring broadband ensures that there won't be horrible spots of lag. It also makes certain that every gamer will be on a relatively equal level. There's no need to worry about narrowband users trying to play with broadband users. All Xbox Live gamers will be using as fast a connection as possible, because nothing kills online faster than lag.

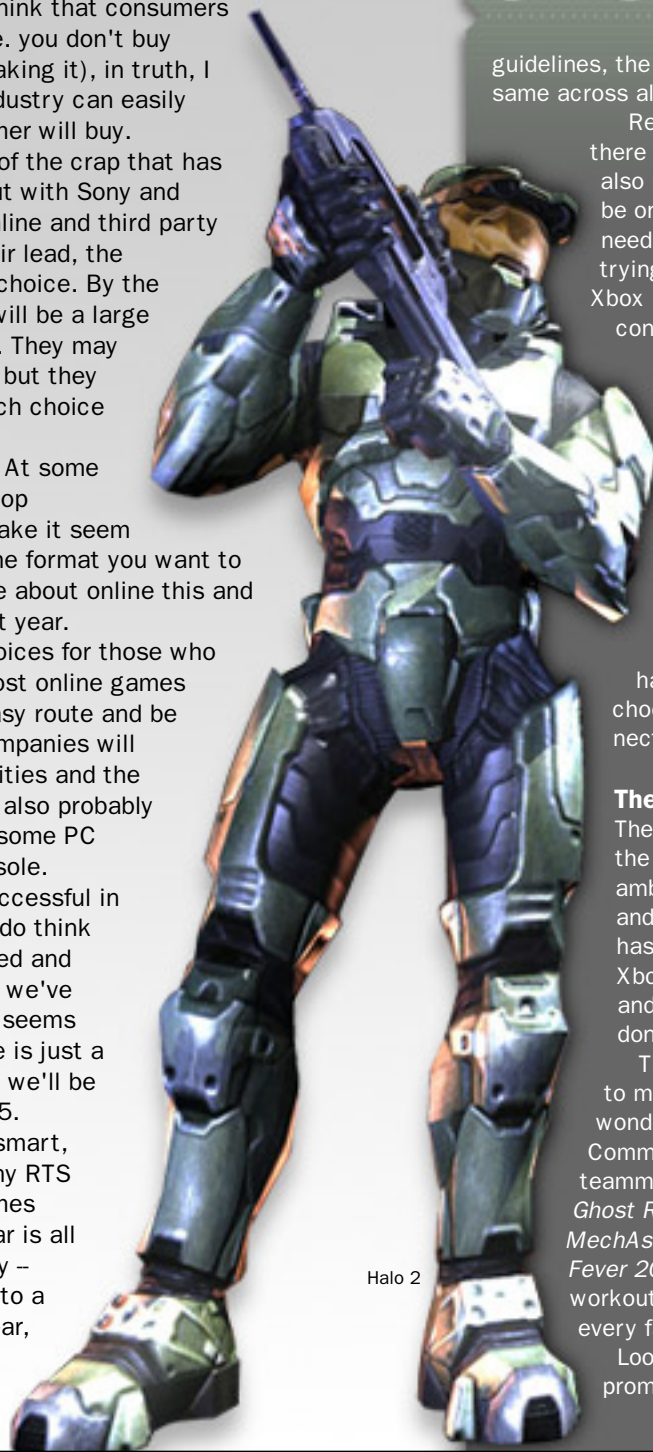
With the matchmaking system, you can not only find users in specific areas or with a certain level of Live experience, but also see who would offer the best latency-free experience for a Live game. There are no visible pings to worry about with Xbox Live. All of this is handled on the down-low, and Xbox Live will show you who has equal connection speed. You can choose others with better or worse connections, but that is at your own risk.

The Games

The quality of games for Xbox Live, like the Xbox library itself, is a mixture of ambitious original titles and a few tried and true favorites. *Unreal Championship* has stood atop of the heap of online Xbox games for quite some time now and come launch on November 15, I don't suspect this will change.

The list of launch titles will do plenty to make users comfortable with all of the wonderful applications of the Voice Communicator. Barking out strategies to teammates in *Unreal Championship* and *Ghost Recon* is automatic. Talking trash in *MechAssault*, *NBA 2K3*, *NFL 2K3* and *NFL Fever 2003* will really give that headset a workout. And Whacked – well, there's one in every family, and this is ours.

Looking into the future, though, the promise of updated classics like *Time* ▶



Halo 2



online CONSOLE WARS

Hilary Goldstein, IGN Xbox: (cont.)

apparently 3-4 MMORPGs, things that will require a very solid server. By the time the first MMORPG is out, they'll have had six months of consumer testing under their belt, and I'm sure the service will be strengthened to handle the demands of that genre by then.

It will be interesting to see how many third party developers follow the online trend. I know that Microsoft is doing everything they can to encourage developers to at least have online functionality, if not head-to-head capabilities.

David Smith, IGN PS2:

I wouldn't call Sony's plan "nearsighted," really. It's disorganized, sure, and possibly an assortment of other pejoratives, but there's nothing exactly nearsighted about it.

Whether third parties will jump onto the bandwagon is a good question. Sony is, of course, throwing a little more of the burden than it ought to on third party publishers, the result of which you can perhaps see in what happened to *TimeSplitters 2*. EA and Sega are doing alright, but nobody expected otherwise – they can afford to run online servers. Your medium-sized to small companies are another matter entirely.

Capcom is an odd case there, because it seems ready and willing to throw all kinds of games online. It already has three fighters online in Japan, with PS2 vs. Dreamcast functionality in *Capcom Vs. SNK 2*, and *Auto Modellista* and *RE* online are both apparently coming to the states. But has it announced anything for Xbox? Why isn't *Tekki* online, anyway?

Hilary Goldstein, IGN Xbox:

And there's the Xbox/PS2 difference: mid-sized companies can't afford to run servers. But on Xbox Live, they don't have to. And perhaps that will end up being Microsoft's biggest advantage.

Tekki will be online in Japan. There may be a *Tekki* upgrade in the future, but I think they're worried about just getting the game to be as good as it can be for the time being.

Aaron Boulding, IGN Xbox:

I'd call Sony's online plan a step above Nintendo's, and any weight that it carries comes solely from the strength of the announced titles. *Twisted Metal Black* and *Madden 2003* are much heavier names at this point in time than *MechAssault* and *Unreal Championship* on Xbox Live. But it's unwise to underestimate the power of the Voice Communicator, ►

XBOX LIVE

the facts:

Splitters 2 and *Tony Hawk's Pro Skater 4* should be enough to keep the front running, franchise-loving game fans satisfied. *Midtown Madness 3* and *Rainbow Six: Ravens Shield* should bring in a few of the more open-minded PC heads who would want to check out how the words online and console can peacefully coexist.

And then there are the big guns. In fact, we're talking Guns of the Navarone when it comes to *Star Wars Galaxies*, *Deus Ex 2*, *Project Gotham Racing 2* and *Counter-Strike*, not to mention a few other, as yet unrevealed, powerhouse titles that will be making smashing debuts on Xbox Live. Plus, you know Microsoft is dangling the carrot of funding and support in front of every other underground development studio out there to make Xbox Live games.

Oh, and I suppose nobody here has heard of *Halo 2*. The words "bad" and "ass" will come together in ways we never even thought of once Bungie brings this one out next year.

Follow this line of thinking. There will be 200 Xbox games available by the end of 2002, a year and six weeks after the system's launch. Microsoft intends to continue to grow the Xbox's library at that rate into 2003 and beyond. Microsoft Game Studios chief Ed Fries has said they'd like to have a 60/40 balance of Xbox Live games to non-Xbox Live games. There's some math in there somewhere that will tell you there's a crapload of Xbox games on the way, but we only know about 25-30 of them. It's all about the promise of the future. ■



:: Unreal Championship

For more information about Xbox Live visit: <http://xbox.ign.com/articles/361/361526p1.html>



online CONSOLE WARS

Aaron Boulding, IGN Xbox: (cont.)

Xbox graphics, and top-to-bottom fun of some of these early Xbox Live games.

I wish the list of launch titles was a bit stronger for Xbox Live, but I'll take *Unreal Championship*, *MechAssault*, and *NFL 2K3* in my starting rotation with *Midtown Madness 3*, *Star Wars Galaxies*, and sweet, sweet *NBA 2K3* a scant 3-4 months later. My own personal PS2 isn't going to be getting any online play this fall, even though I'll already have a little DSL hooked-up for Xbox Live. Give me Vice City and get out of my face.

Hilary Goldstein, IGN Xbox:

At E3, we had a feeling like the online titles for the Xbox Live launch would be as strong as you could imagine. Okay, so I'm not excited about Ghost Recon, but I'm sure it will please some. *MechAssault*, *NFL 2K3*, *NBA 2K3*, and *Unreal Championship* all live on November 15th? Honestly, that's all I need for the rest of this year.

That communicator is the best part of Live, and no one knows it yet. It makes the experience that much better. Unless you have no personality (and we've seen some of those already), you'll be talking smack in no time. The voice masking is a bit weak, because some of the voices are indecipherable, but talking smack makes it like you are playing right next to your buddy, even though your buddy is on the other side of the country.

I like the organization and unified requirements for Xbox Live. Even if the games aren't the best, *COUGHwhackedCOUGH*, the experience itself is meant to always be good. It won't make a good game bad, is what I'm saying. And that's important.

David Smith, IGN PS2:

I like the fact that we're not even talking about Nintendo, hardly.

It's funny that you bring up the communicator, because I'm not excited about that aspect of online gaming at all. Hell, I'd just as soon the kids didn't even type to me, let alone talk to me. It's a fun idea to think about in concept, but in practice? When all those kids are sitting there, cussing at you? It'd be like reading your mailbag e-mail, except you can't just hit "delete."

As for software launch lineups, I'd only give Microsoft a minor edge there. I think the advantages of Xbox Live are actually going to show more in the long

run. *Unreal Championship* does about as much for me as any other PC-born FPS on a console, and it's even money as far as sports games are concerned.

MechAssault is the one big game that Sony doesn't have an answer for, but it's stronger in the racing genre (in particular, *Auto Modellista* has some killer community stuff in the works), and where's your Frequency? No online DJ battles on Xbox? What's up with that?

Hilary Goldstein, IGN Xbox:

Actually Microsoft has a solution for annoying kids. Anyone you don't like, you can basically mute them. So if you don't like what NakedGandalf_112 keeps yelling at you, just mute him. You won't have to hear him again. And that's not just for the current game. Should you see him on another game, he'll still be mute. Problem solved.

David Smith, IGN PS2:

So after, say, a week of play, how long's your mute list going to be?

Hilary Goldstein, IGN Xbox:

I probably won't even have one. I will probably talk more smack than any of them. I like to cuss and get rowdy when playing head-to-head. I promise that I will probably soil a few minds with some curse word-filled diatribe while playing *Unreal*. To each their own. But for me, the voice communicator is a great thing. ■

ONLINE GAMING

the cost:

PC Gaming

- Hardware (Modem/DSL/etc) = \$50
- Online Access = \$50 per month for ISP

Xbox Live

- Hardware = \$199 (Xbox system)
- Online Access = \$50 per year for Xbox Live
\$50 per month for ISP

PS2 Online

- Hardware = \$199 (PS2 system)
\$40 (network adapter)
- Online Access = \$50 per month for ISP



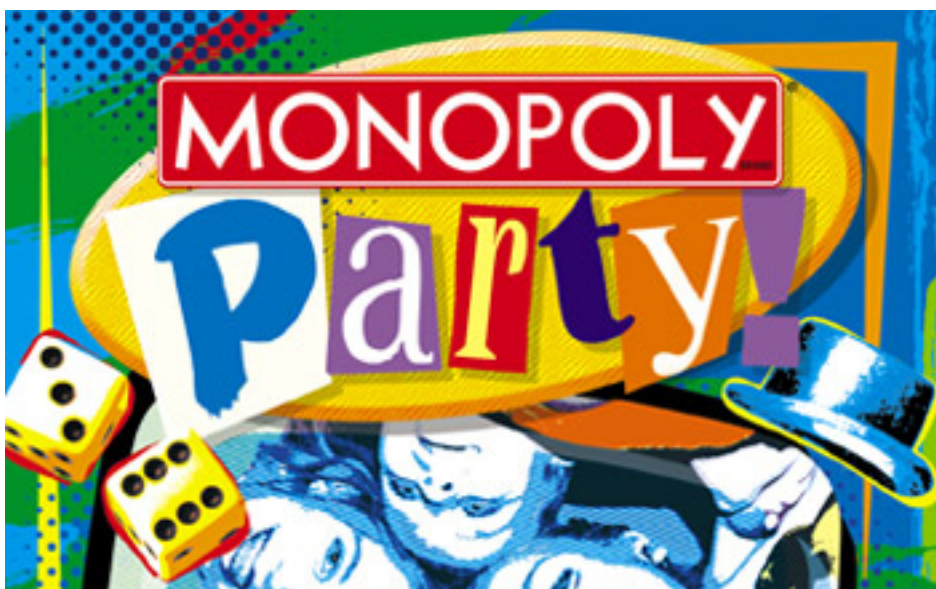
Aaron Boulding

This Month in Xbox ::

Now's the time where we're anxiously awaiting Xbox Live. In our case, as it will be for thousands of other lucky Xbox owners out there, we're talking about getting in the beta test program for the Xbox online service. It might be the promise of exciting games like *MechAssault*, *Star Wars Galaxies* and the almighty *Halo 2*, but there seems to be considerably more excitement around the launch of Xbox Live than we saw with the Dreamcast's online service. Sega may have been first and Sony PS2 may have the most potential customers, but the combination of the Voice Communicator, the simplicity of the service and the promise of great games has us giddy to give online console gaming another go.

Just think how Xbox Live is going to change the way we approach games like *Ghost Recon* and *Unreal Championship* simply because we'll be able to talk to other gamers online. The Tom Clancy and *Unreal* franchises are far from dead but Xbox owners are going to get the chance to breathe new life into them in a few short weeks.

For more Xbox news, reviews, previews, and more, visit:
<http://xbox.ign.com>.



Featured Preview ::

016 :: Monopoly Party

Also In This Issue ::

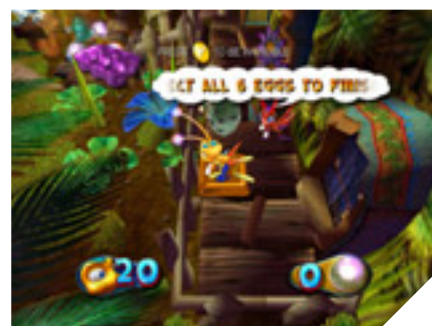
017 :: Review: Antz Extreme Racing

018 :: Preview: Zapper



Review: Antz Extreme Racing

It's racing with Antz, but is it extreme?



Preview: Zapper

We take Frogger's electric brother for a hands-on Xbox romp.

Editor's Most Wanted ::

- 1 :: Halo 2
- 2 :: NBA 2K3
- 3 :: Counter-Strike
- 4 :: Mace Griffin: Bounty Hunter
- 5 :: DoA Xtreme Beach Volleyball

Office Abuse ::

The only thing that stopped Mace Windu and Lando Calrissian from ruling the galaxy is the typewriter of George Lucas. I know how they feel.



Xbox :: Preview

MONOPOLY PARTY

If you can't get the party started with Monopoly Party, it just ain't starting.

Why get three people to gather around a dusty old cardboard Monopoly board when the four of you can cuddle together around a sleek, fancy new Xbox and get even more enjoyment out of Infogrames' *Monopoly Party*? All of the fun of the Parker Brothers classic is here, but you'll also get a ton of customization options and all new themed games.

You want to talk customization? Let's talk customization. You can play with the classic silver shoe, cowboy, car, and thimble that you remember from the board game, but when you pick one of the themed games like Sci-Fi, Fantasy, or Prehistoric, those old school tokens just won't do. A scantily clad cavewoman or a jetpack-equipped spaceman will be doing all of the property hopping in this game. Don't want to play the game using dollars and cents? Then try British pounds or the beloved European Euro.

But it's in all of the rules that this Monopoly game truly shines. All of the house rules that fans have come up with over the years are included in Monopoly party. Everything from auctioning property that players aren't ready to purchase to passing Go one time before buying any property have all been included. Putting the money from Chance and Community Chest payments into Free Parking was always an old favorite.

This is a videogame, so it can't be just like the cardboard Monopoly. The biggest differences include a talking Uncle Moneybags (a.k.a. the Monopoly Guy). He's yakking at you throughout the game, auctioning off properties and telling you what's what in the tutorial. He's still in black and white, but more alive than ever. You don't have to wait your turn anymore either. Players can roll the dice at the same time and move their spaces without waiting for other players. In the event that somebody lands on a something or performs an act that requires the attention of other players, the game waits for everybody's transactions on their move to be completed and then focuses all of their attention on the player who needs their input. A property auction is the best example, since everybody needs to get in on that real time activity.

Monopoly Party doesn't have a customizable soundtrack option for some reason, more than likely because it's coming to other consoles. From Park Place to those sorry ass purple slums just past Go, all of the next generation power of Monopoly is coming to you in party form this Holiday season. – **Aaron Boulding** ■



Details ::

Publisher :: Infogrames

Developer :: Runecraft

Genre :: RP

of Players :: 4

Release Date :: November 2002



Xbox :: Review

ANTZ EXTREME RACING

It's racing with Antz, but is it *extreme*?

Remember that movie Antz? Well, neither do we. But the good folks at Empire Interactive are bringing out an Antz game, despite the fact that the movie came out four years ago and was quickly forgotten. And, sadly, this game will also be quickly forgotten. *Antz Extreme Racing* really isn't extreme at all; in fact, it's ridiculously mild. Though the game is intended for a younger audience, that doesn't give developers an excuse to completely bland-down the cart racing genre.

As one of your favorite (you do have a favorite don't you?) Antz characters, you'll drive, run, and leaf-board your way around a variety of tiny tracks, hoping to become king (or queen) of the anthill. Each character has eight unique races to contend with. How you finish determines how many points you receive. You can go back to any race you've already complete and try and get a better score, this way even if you suck eggs, you can still work at being the big ant on campus.

The races are boring and the controls remain the same no matter what type of race. Would a foot race be more interesting if it had Track & Field-style tapping? Instead you run automatically and just have to worry about power-ups and jumping. Speaking of power-ups, there are about a half dozen here, ranging from shields, to speed boost, to missiles. The power-ups, along with the game, are anemic.

The controls are pretty simple. You can speed up, jump and fire. That's it. The power-ups are probably the weakest I've ever seen in a cart racer. Okay, so the game is for kids, but you know what, kids love *Mario Kart* and that game is fast and fun. Where are the shortcuts? Where are the cool power-ups? Where is the speed? Probably hanging out with the fun somewhere else.

Antz Extreme Racing has minimal sounds. And I mean minimal. Add to that the sub-par graphics and some rather bad environmental textures and you have a game worthy of a big raspberry. Thhpt!

Easily beaten in an hour or tour, *Antz Extreme Racing* offers no replay value. Don't buy it, don't rent it. Fans of the movie (come on now, let's be real here) will like that it has the characters, but it's completely lacking any personality or ingenuity. A waste of a license.

– Hilary Goldstein ■



Ratings ::

Presentation :: 5.0

Graphics :: 5.0

Sound :: 3.0

Gameplay :: 3.0

Lasting Appeal :: 2.0

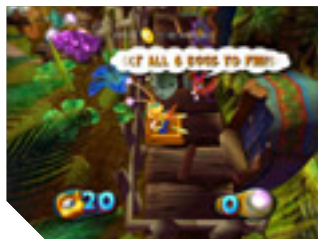
Overall Score

3.3

Details ::

Publisher :: Empire Interactive

Genre :: Racing



Xbox :: Preview

ZAPPER

We take Frogger's electric brother for a hands-on Xbox romp.

Blitz Games is up to it's old, green, jumping tricks again. The developers of *Frogger 2: Swampy's Revenge* on the Dreamcast are dusting off their platform-arcade-action skills and have put them to use on a new insect-sized hero: Zapper. The frog guy is out and has been replaced by a new, leaner, and meaner hero in cricket form. He may still be green, but this new guy also has a few original moves that his arcade ancestor didn't enjoy.

Zapper attempts to revive the same simple, linear action of the recent *Frogger* resurrections, although controlling the new little bugger is a bit trickier than you might expect. The camera hovers in a classic isometric, top-down perspective for a clean view of the crazy hopping action. Gameplay is laid out in a grid and is cleverly disguised to mesh with your surrounding environment. Players will tap, tap, tap their control sticks to move Zapper forward, back, left, or right. With each tap of the stick, he'll hop to the next square. Using the L and R triggers will rotate you in place 90 degrees, thus allowing you to get your bearings before you plunge poor Zapper into a gaping black pit of despair. Since there's really no analog sensitivity in this formula, using the digital pad is recommended – it gives tighter control and adds a touch of that old-school feel.

Jumping into *Zapper's* story mode will put you at the start of a 20 level quest to save your brother, Zipper. Along the way, you will be highly encouraged to snag six different eggs per level. And we highly encourage it as well, as it's the only way to clear the stages. In the early stages, Zapper will run across a few helpful pads where he can stop and get a quick gameplay tip from another random insectoid friend. Here, you'll learn many handy things, such as how to tap the A button to jump forward a square and how to "zap" the crap out of the baddies with your B button. Along the way, you'll also free some poor, innocent fireflies by pouncing on their glass spherical prisons and thus are able to summon their assistance at key points for an even bigger "zap." Baddies beware.

The gameplay throughout all 20 levels obviously grows increasingly more intense, as earlier levels will only require the most basic Zapper skills of jumping to higher elevations and collecting eggs and fireflies. Later levels will find players floating downstream on logs and requiring quick reflexes to successfully scamper about without becoming a green mushy spot on the wall. Overall, it plays very simple and could be a decent title for the younger crowd looking to get their little green feet wet in the world

of gaming. Look for the full review of this wonder-cricket on IGNxbox in early November and just in time for the holidays. – **Cory Lewis** ■



Details ::

Publisher :: Infogrames

Developer :: Blitz Games

Genre :: Adventure

of Players :: 1

Release Date :: November 2002

**David Smith**

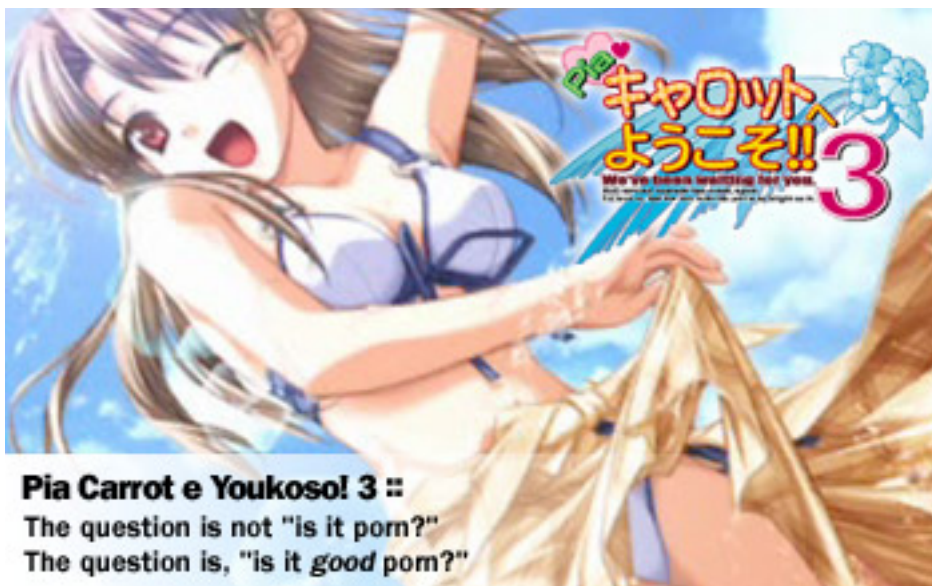
This Month in PS2 ::

Welcome to Doktor Smith's world. As a consequence of foolishness on the part of my editor-in-chief, as well as timely illness, this month's PlayStation 2 Unplugged comes courtesy of me, me, and occasionally some of my stranger alters, when they decide to bubble to the surface. Thus, if you don't like uselessly lengthy sentences and references to strange Japanese comic books, bug off and go read about GameCube games.

It's a hell of a time to be understaffed, too, because we're due to be crushed under a metric ton of new games any day now. September signals the beginning of the holiday gaming season (never mind any of that nonsense about the day after Thanksgiving), which in our terms translates to the "holiday reviewing season." As in many, many reviews to write, all day, all night, in our sleep, and any other time we can manage it. This is not fun.

What is fun, however, is getting to decide the Unplugged lineup all by myself, and as a result write previews of Japanese PC porno games.

For PS2 news, reviews, previews and more visit
<http://ps2.ign.com>.



Pia Carrot e Youkoso! 3 ::

The question is not "is it porn?"
The question is, "is it good porn?"

Featured Preview ::

0320 :: Pia Carrot e Youkoso! 3

Also In This Issue ::

021 :: Preview: Do Don Pachi Daioujou DV

022 :: Preview: Guilty Gear XX - The Midnight Carnival



Do Don Pachi Daioujou DV

The vertical shooter genre lives on!
Curiouser and curiouser...



Guilty Gear XX - The Midnight Carnival

If they're bringing it stateside, then
LET'S ROCK-!

Editor's Most Wanted ::

1 :: Do Don Pachi Daioujou DV (PS2)

2 :: Rygar (PS2)

3 :: Battlefield 1942 (PC)

4 :: King of Fighters 2002 (Arcade)

5 :: Guilty Gear XX (Arcade)

Office Abuse ::

Every word of this month's
PS2 Unplugged comes
courtesy David Smith,
because his fellow editors
bugged out at the last minute.



PlayStation 2 :: Preview

PIA CARROT E YOUKOSO! 3

The question is not "is it porn?" The question is, "is it *good* porn?"

Or at any rate it says "Relationship Simulation" up there. Such is one of the better euphemisms I've found for describing Japanese PC cartoon porn (or "hentai" if you're of the ilk that refuses to speak proper English). In theory, these games are meant to allow you to interact with their cast, get to know them, and potentially develop a romantic involvement with them. That, of course, is the theory -- the reality usually involves their dateless, shut-in fans randomly tapping buttons in the hopes that the girls will get naked at some point.

With which there is absolutely nothing wrong. After all, we here at IGN like pornography. We like it a *lot*. We think it's great, and we want to see more of it on every platform available...providing it is *good pornography*. [Ed's note: Mr. Smith's opinions and obsessions are his own. I mean, we once caught him naked on the roof holding a fish... Oh, wait, that's another story.]

This was the critical mistake made by Peach Princess, the publishers of *Tokimeki Check In!*, who sent us a letter of complaint after their game received a well-deserved thrashing in the pages of IGNPC. Any game where achieving 100% completion (and thus unlocking its secrets) requires allowing the lead character to be raped five different times is not good pornography.

Japanese pornography is unique among various national expressions of the art form in that it has extremely high highs and extremely low lows. French porn, for example, is quite good, British porn is uniformly hideous, and American porn is neither here nor there, but Japanese porn is genuinely schizoid, ranging from the beautiful to the stomach churning. This could be and in fact probably has been the subject of many doctoral theses, but the point as it relates to the issue at hand is that there is probably good porn out there that console gamers aren't getting their hands on.

F&C's *Pia Carrot e Youkoso!* series (it translates to "Welcome to Pia Carrot!") is not bad as PC porn goes, particularly since it eschews NEIC's recently-developed predilection for the underaged, but it has developed a critical flaw when brought over to various consoles. The PlayStation 2 version of volume 3, like the Saturn and PC-FX ports that precede it, will almost certainly be, well, deprived of porn. In other words, all the good bits from the PC games, the reason those legions of poor bastards are trying to pick the exactly right conversation tree, will be hacked out and left on the cutting room floor, apparently on the grounds that console gamers, even in Japan, are

too young and vulnerable to be exposed to naked cartoon chicks.

This, of course, is utter nonsense, and we will not stand for it. We encourage our Japanese readers to write their local member of the Diet immediately. — **David Smith** ■



Details ::

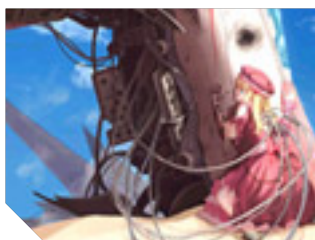
Publisher :: NEC Interchannel

Developer :: F&C Co. Ltd.

Genre :: Relationship Simulation

Number of Players :: 1

Release Date :: TBA 2002 (Japan)



PlayStation 2 :: Preview

DO DON PACHI DAIYOUJOU DV

The vertical shooter genre lives on? Curiouser and curiouser...

Do Don Pachi Daioujou is a curious name. Curious even for a shooter, which genre is legendary for the most inexplicable titles in the history of gaming – even famous wads of nonsense like *Battle Garegga* and *Radiant Silvergun* pale before Cave's latest. The Japanese spelling of "Do Don Pachi" is a mess of odd kanji readings, translating to something about pissed-off queen bees, while "Dai-ou-jou" simply means "peaceful death." Angry Queen Bees Peaceful Death. How much would that title sell in the states, you think?

That's Japan for you, where tiny developers like Cave and dead genres like the shooter somehow hang on by their fingernails. They even seem to be getting better, now and again. Psikyo's *Shikigami no Shiro* and Success' *Psyvariar Complete Edition* were both steps back for their

developers, with familiar gameplay and graphics that did little with the hardware, but the PS2 version of *Daioujou*, to be subtitled "DV" as an indicator of its format, looks quite lovely in motion, with the kind of painfully frenetic blasting that marked earlier installments in the series.

Those were for the Saturn. *Do Don Pachi* was one of the top five shooters on the platform, or perhaps even top three. They arrived, however, before Cave developed the more refined artistic sense it presently possesses. Its Saturn-era games were bright and impressively violent, but possessed little subtlety of shading – it wasn't until arcade-only efforts like *ESPRade* that the developer's artists started to make their presence known. *Daioujou* features some lovely art concepts based on one of its central gameplay elements, a lift from Mamoru Nagano's *Five Star Stories*. The main image is quite haunting for a shooter, actually: a crashed cockpit pointing towards the sky, blood dripping from holes in the canopy, and a young girl clinging to the edge of the wreck.

The idea is that each craft is crewed by a pilot and an "element doll," an organic computer in the shape of a young lady. It's the same arrangement as drives Nagano's mortar heads – if nothing else, we congratulate Cave's designers on their fine taste in comics. Thus, while there are only two basic ship types, there are six weapon combinations, depending on which of the three element dolls you choose. You can enhance laser weapons, shot weapons, or both, although the last option comes at a cost in smart bombs.

If Cave delivers the same action that made its Saturn games so effective, and keep up the visuals we've seen in early trailer movies for *Daioujou*, perhaps there's some hope for this genre after all. We'll look forward to good things – especially the movies and artwork in its gallery mode – when Arika delivers *Daioujou DV* this fall.

– David Smith ■

Details ::

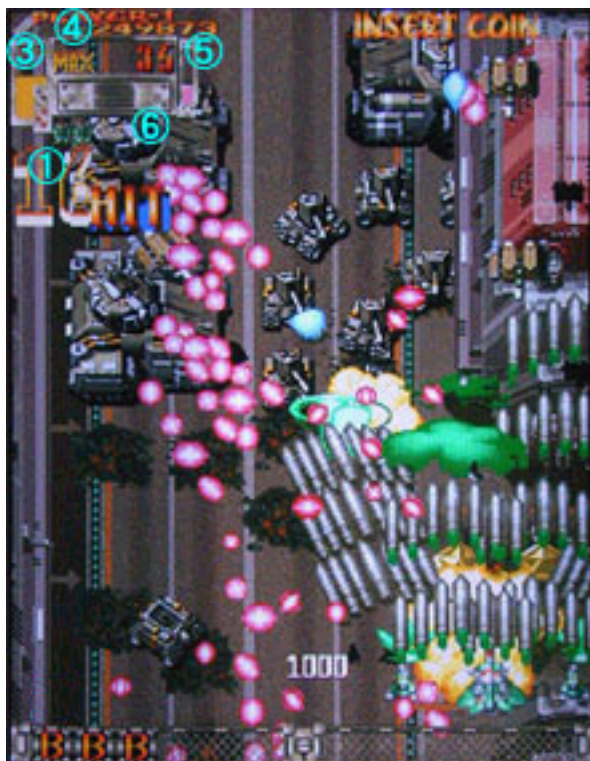
Publisher :: Arika

Developer :: Cave

Genre :: Shooting

Number of Players :: 1

Release Date :: TBA 2002 (Japan)



**PlayStation 2 :: Preview**

GUILTY GEAR XX - THE MIDNIGHT CARNIVAL

If they're bringing it stateside, the LET'S ROCK!

Guilty Gear, since the series' inception, has always been a fighting game second and an aesthetic showpiece first. Thus, it might be worthwhile to discuss the new game features in *Guilty Gear XX*, the third proper game in the series, the Psych Burst and air throws, but more pressing issues attend. For example: improved graphics, the new character with the Epiphone and the magic hat, the cross-dressing yo-yo kid, and unbelievable improvements in the audio department. If it comes to PS2, and thence to America, we will be very, very happy.

Whether the new characters are competitive in a tournament sense is almost immaterial. Why pick the generic tough guys with the swords, when you could play as Slayer, a cultured fellow with a monocle and a pipe? Or Bridget, the juvenile transvestite with the Duncan and the giant teddy bear? Not only is newcomer I-No deadly cute, her hat has a big toothy mouth on it, and she slashes foes with her guitar. This, as they say, is quality entertainment.

The most striking enhancement in *Guilty Gear XX*, however, is the soundtrack. Much hay has been made regarding our love for the BUTT ROCK~! that has always accompanied the series, but always with the caveat that it's not what you'd necessarily call "good." *Guilty Gear X Heavy Rock Tracks* would not receive more than perhaps a star and a half in Rolling Stone – we like it, but rather in spite of ourselves. Not so anymore, though. *GGXX* packs in two CDs worth of genuine high-quality metal.

Only a third of the tracks are entirely new – all the old characters have the same themes – but every song has been re-arranged and re-recorded, with massive improvements in the style and quality of the performances. There's a little more distortion, a little more feedback, and best of all, live drums, which makes a huge difference. The quality of the bass in songs like "Keep Yourself Alive II" and "Primal Light" makes the original versions just sound cheap, and the added chord at the end of "Awe of She" provides the perfect concluding flourish.

To put it in relative terms, it's a little less 1984 and a little more *Reign In Blood*. In a way, it's almost disheartening to hear how good the new music is, because my copy of *Heavy Rock Tracks* is essentially worthless now.

Guilty Gear XX is presently confined to the Naomi arcade system, but we have it on good authority that a PS2 version is coming, and a few odd rumblings even point toward an American release. We certainly hope it happens, because it would be criminal to leave quality like this stuck in Japan. – **David Smith** ■



Details ::

Publisher :: Sammy

Developer :: Arc System Works

Genre :: Fighting

Number of Players :: 2

Release Date :: TBA 2002



Craig Harris

This Month in GBA ::

Over the weekend, Nintendo handed us an early version of the US edition of *Animal Crossing* for the GameCube, and the connection to the Game Boy Advance alone has me excited for its future potential. Nintendo went all out, offering as many features as possible for linking the GBA to the GameCube, and I hope other game developers are watching.

Any NES game you earn in *Animal Crossing* can be sent to the Game Boy Advance, giving players the opportunity to go portable with those classic games and without the need for a cartridge. Basically, this means "free" GBA games are at your disposal. Got a friend with a GBA? Let him hook up and take an NES game with him for the trip home. The E-Reader stuff is also incredible. The hook-up for this device is all over the place. Scanning textures, songs, furniture, and items in through the GBA – absolutely brilliant. Finally, the ability to take a piece of the game on the go is a welcome addition. Make textures while you watch TV, or play around with one of your animals on the island. Awesome.

Got a GameCube and GBA? Get this game. Don't have a GameCube? Get one. Really.

For more GBA news, reviews, previews, and more, visit <http://gba.ign.com>.



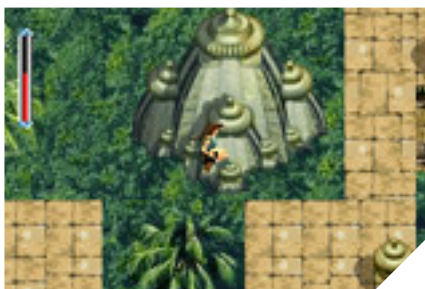
Featured Preview ::

024 :: NES E-Cards

Also In This Issue ::

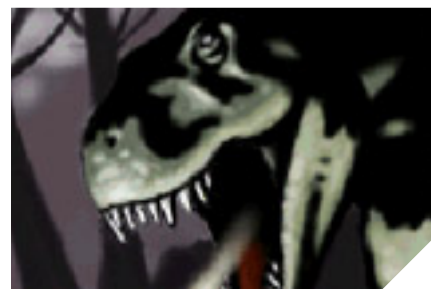
025 :: Preview: Tomb Raider: The Prophecy

026 :: Preview: A Sound of Thunder



Preview: Tomb Raider

Lara Croft hits the portable scene a third time, this one on the Game Boy Advance.



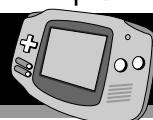
Preview: A Sound of Thunder

BAM's turning another "never heard of it" movie license into a promising GBA game.

Editor's Most Wanted ::

- 1 :: Metroid Fusion
- 2 :: Yoshi's Story
- 3 :: Legend of Zelda Advance
- 4 :: NES E-Cards
- 5 :: Animal Forest E-Cards

Office Abuse ::
Craig's entire life story can fit on one e-Card



GBA :: Preview NES E-Cards

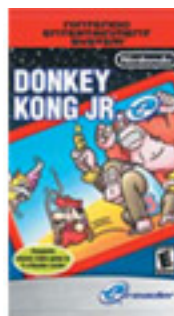
What came on huge cartridges can now be stuffed between your spokes.

Almost right out of left field, Nintendo announced that the company would release, of all things, classic NES games for the Game Boy Advance later this month. But instead of releasing them on cartridges, the company is going a new route: each NES game will be sold separately for five dollars a piece as a pack of e-Cards that must be scanned into the upcoming e-Reader device, also due out this month.

Nintendo will initially sell five different NES games: *Balloon Fight*, *Tennis*, *Excitebike*, *Donkey Kong Jr.*, and *Pinball*. Each game will come on five cards, each one specially encoded with strips of data that can only be read by the e-Reader peripheral. Since each strip can hold 2.2 kilobytes of data, multiple data strips must be used. To play the game, players must scan all of the strips of data on these five cards, which will then be translated by the e-Reader and turned into a fully playable game on the GBA system.

The games are said to be direct conversions or emulations of the NES games released almost two decades ago. Each of the five cards will have artwork and game information printed on them to make them similar to collectible trading cards. The e-Reader device will actually come packed with one of the initial five NES games, either *Pinball* or *Donkey Kong Jr.* The retail packages will be marked with descriptions of which game is packed-in, thus allowing buyers to pick-up whichever title they choose.

IGNpocket will have mini-reviews of each of the self-contained games released on e-Cards. Watch for them in September. — **Craig Harris** ■



Details ::

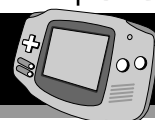
Publisher :: Nintendo

Developer :: Nintendo

of Players :: 1

Genre :: Misc.

Release Date :: September 2002



Game Boy Advance :: Preview

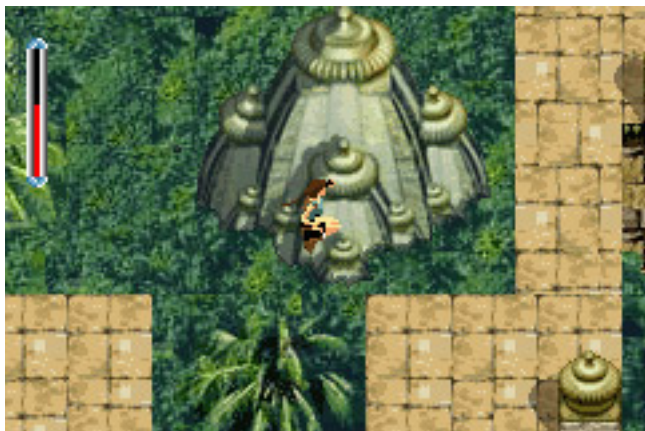
TOMB RAIDER: THE PROPHECY

Lara Croft hits the portable scene a third time, this one on the GBA.

The original **Tomb Raider** titles on the Game Boy Color were set in a side-scrolling environment, something that's friendlier to what that hardware can do. The results were really great games, but they did feel a heck of a lot like the titles that the 3D console versions borrowed heavily from, namely the classic *Prince of Persia* and *Flashback* games released over a decade ago.

Ubi Soft recently acquired the rights to produce *Tomb Raider* on the Game Boy Advance, and the company's Milan development studio is working to get Lara's more familiar 3D gameplay into the design. In *Tomb Raider: The Prophecy*, the developers have created a new 2D engine that better fits her abilities from the console games. With an overhead, angled perspective, Lara can now move more freely in her environment, giving her the ability to go wherever the camera can follow. This game engine features many of Lara's trademark gameplay elements, including plenty of cliffs to climb, hang, and leap from, tons of switch puzzles to solve...and lots of enemies to plug with her double-fisted shooting style.

All of the characters and creatures have been rendered with hundreds of frames of animation to give the movement as smooth a flow as possible. The developers have also created a nifty effect to give the environments real-time shadows. In the version we were able to tool around with recently, the top-down perspective does make it initially difficult to see the edges of all the cliffs that you need to climb. But it's just a matter of learning the perspective and knowing what to look for. And if you get lost along the way, the camera will even focus on specific parts of the level so you can see just what you need to do.



Lara's being prepped for a November release, around the time the PS2 game's scheduled to hit shelves.

— Craig Harris ■



Details ::

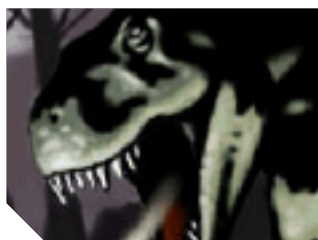
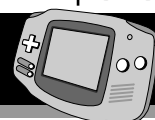
Publisher :: UbiSoft

Developer :: UbiSoft Milan

of Players :: 1

Genre :: Action

Release Date :: November 2002

**Game Boy Advance :: Preview**

A SOUND OF THUNDER

BAM's turning another "never heard of it" movie license into a promising GBA game.

Around this time last year, BAM Entertainment released one of the original First-Person Shooters on the Game Boy Advance, and it was good, despite having a movie license that hadn't even begun filming at the time. The game was *Ecks vs. Sever*, and it sold enough to garner a sequel to release around the time of the actual film's release next month. BAM's gambling a second time with another still-in-development film project: *A Sound of Thunder*, a time-traveling sci-fi flick that's being turned into a GBA title way before the movie wraps up production. And after playing around with an early version of the game, we believe that BAM's got a game that can stand by itself, and the license definitely won't hurt. But it probably won't help, either.

The premise is simple: someone in the future screwed up in the prehistoric past, and now the timeline's paying the price with ripples in reality causing monsters to inhabit the earth. You, the guy who caused the blunder, are now the one who needs to mop up the mess before the earth is overrun. The game is an isometric action shooter with some platform and puzzle elements. Think *Dino Crisis* without the downtimes. The game has a hybrid 2D/3D game engine, similar to what developers have done in GBA titles such as *Tony Hawk* and *Dave Mirra*. Players control polygonal characters and blast away at detailed enemy sprites. It's a very effective engine that's put to good use in a driving sequence as well. With the polygonal cars, the developers can add realistic physics during these chase levels. It's really neat to watch, and even more fun to play.

But what's even more exciting is its multiplayer deathmatch mode that only requires one cartridge for all four players. Players run around in enclosed arenas, targeting opponents with their weapons. They can duck behind pillars and disappear from sight for a little stealth action. Since the camera can't see you, neither can your opponents. The game features a good assortment of arenas that feature springboards, ladders, warp doors, and other elements that shake up the action.

This could be a sleeper hit on the GBA when it ships this fall. Watch for it. – **Craig Harris** ■



Details ::

Publisher :: BAM Entertainment

Developer :: Mobius

of Players :: 1-4

Genre :: Action

Release Date :: October 29, 2002



Ivan "If I don't get a new picture, I swear to God I'm going to hurt you all in many different cruel and unusual ways" **Deez**

This Month in PC ::

128-bit consoles are sorely depressing. PlayStation 2, with its outstanding software library, is technologically flawed. The fanciful Xbox comes plagued by an overwhelming amount of novelty titles with zero longevity. And there's also the Cube – the purple wonder pundits proclaimed to be the pinnacle of innovation. Sorry, *Zelda 6*, *Mario 6* and *Metroid* do not constitute greatness. "We have three games coming! Our platform is valid! Our purchases are justified! Our existence is not without purpose!"

Perhaps most disappointing is *Eternal Darkness*, not because it's not good, but rather because it's stale, at least as far as play is concerned. I long for depth. I yearn for combos and semi-complex grappling. I crave acrobatics. I lust for environment interaction... I don't need a perfect marriage of *Soul Calibur*, *Dead to Rights*, *Tomb Raider*, and *System Shock 2*, but general forward progress should mean that games need to take from a variety of previous titles and *then* craft something new and profound. I just don't see that happening with anything, anytime soon. *ED* was just the catalyst that brought about such a dreadful realization.

Woe is me.

For more PC news, reviews, previews, codes and more, visit <http://pc.ign.com>.



Featured Preview ::

028 :: Zoo Tycoon: Marine Mania

Also In This Issue ::

029 :: Preview: Beam Breakers

030 :: Preview: Perimeter



Preview: Beam Breakers

A trip to the future means fast flying cars out for a little fun.



Preview: Perimeter

The land must conform to me, for I am powerful!

Editor's Most Wanted ::

- 1 ::** MechWarrior 5
- 2 ::** Dead to Rights
- 3 ::** Knights of the Old Republic
- 4 ::** Freelancer
- 5 ::** Kakuto Chojin

Office Abuse ::

"Nah, I don't mind losing thirty bucks on Fridays to play poker. I've always thought I should have to pay you dirty bastards just to be able to hang out with your sorry selves anyway."



PC :: Preview

ZOO TYCOON: MARINE MANIA

From mammals to dinosaurs to aquatic beasts, cage and control them all!

Boston's own Blue Fang Games is comprised of an experienced bunch of folks. Founded by two former Papyrus Design Group/Sierra Online veterans, Adam Levesque and John Wheeler, who led the development of the best-selling and critically acclaimed *NASCAR Racing* series of products, the team has already certainly gotten its feet wet in game development. Now they're planning on getting your feet wet with their next title, *Zoo Tycoon: Marine Mania*. And who better to develop another expansion pack to an isometric economic simulation in the classic Tycoon fashion than kids who love NASCAR? I know of no better kind of person to deliver the digital domination of many animal species.

Step back, *Sea World*. Take a seat, *Marine World*. Go ahead and close yourself down, *Dan's Aqua World* (if it hasn't already been condemned by the FDA). *Marine Mania* is where the sea-faring animals will be housed and abused. No other park can hold a candle to it.

The third expansion pack for the not-so Dan acclaimed *Zoo Tycoon*, *Marine Mania*, plans on taking life back into the water and allowing gamers to control dolphins, sharks, otters, and sea cows this October. Sea cow control? Thank you Microsoft! At last my wretched life is complete.

An entire 20 new water-bound creatures will be present in the expansion and to hold them will be an equal amount of new cages and contraptions (like the shark tunnel and dolphin ride, which is almost as fun as it sounds, except for all the dolphin bites and attempts to initiate casual sex). A full 10 scenarios promise to challenge and change player's perspectives of the game and the genre (that being the strategic, economic, animal captivity simulation).

The goal of the game, according to Microsoft's product manager, Chuck Frizelle, is to stimulate creativity and encourage the youngest and oldest of players to build and manage their own zoo. Don't even think for a second that such a line will fly with your mom. I swear, you bring home three goats and one porpoise and suddenly you're a criminal forever. The closet was a perfect home, Mom. Perfect!

And if the watery depths of whale land ever get boring, you can always add more dinosaurs and normal animals via the original game and its first expansion, *Dinosaur Digs*. And that is perhaps what is coolest about this latest iteration of *Zoo Tycoon* – complete interaction with earlier animals. I can't wait to see what the tyrannosaurus and the killer whale do when I put them side-by-side or force them to mate (I'll find a way even if it's not coded into the game).

Feed and manage your animals this October.

– Ivan Sulic ■



Details ::

Publisher :: Microsoft

Developer :: Blue Fang games

Genre :: Economic Simulation

of Players :: 1

Release Date :: October 2002



PC :: Preview

BEAM BREAKERS

A trip to the future means fast flying cars out for a little fun.

The Germans are starting to put more force behind their attempts to do as the French have done over the last few years: take large chunks of the gaming world under their wings. JoWood is quickly becoming one of these behemoth companies, swallowing smaller publishers as they make their rise to gaming precedence. One of their stronger and more recent moves was their pre-E3 snatching of Fishtank Interactive. With this acquisition comes a pretty strong line-up of games. One of these is the futuristic racer Beam Breakers that has you dodging in and out of heavy traffic inside of gigantic cities that reach the clouds. And in a true *Fifth Element*/*Jetsons* view of the future, traffic is in flying tiers high above the ground and thick with the possibility of danger and mayhem.

Future New York is big. Really big. And really tall. The population has exploded so fast and so much that the city has grown up into a jungle of enormous buildings. It was only a matter of time before the anti-gravity technology grew up along with the city. Cars fly through levels and patterns of traffic through some seriously crowded cities. Beam Breakers are the gangs that don't bother following the strict traffic laws that are the only things keeping the average Joe from meeting a seriously fiery death hundreds of feet above the ground.

Over the course of the game, you'll race through five different parts of the city as you try to move your way up in the ranks of the gangs. You'll begin your stay in Neo York behind the wheel of a crappy pizza car. You'll need to prove yourself through a few challenges before you can unlock and get behind the wheel of faster and more maneuverable cars and get rid of that stinky pizza car. You can't get the ladies with stinky pizza car. Believe me, I know.

Neo York is fully 3D complete with several levels of traffic and an engine that can model close to 700 cars in a level, giving you the feel of a living city. You'll also see pedestrians walking across some of the city's skywalks from building to building and probably even have a chance to see them up close as your car goes spiraling out of control and kills them. As you race through the traffic, you'll come face to face with busses and other cars as well as police to chase you down. If you decide to take a little joy ride into oncoming traffic, then you'll also see them blink their brights at you and attempt to swerve away from their impending death.

Beam Breakers is set to race onto store shelves later this year. — Dan Adams ■



Details ::

Publisher :: JoWood

Developer :: Similis

Genre :: Racing

of Players :: 8

Release Date :: Fall 2002



PC :: Preview **PERIMETER**

The land must conform to me, for I am powerful!

Although there really are a whole lot of real-time strategy titles out and about these days, a lot of which turn out to be steaming piles of turds, there are a few that have managed to stick out in our minds as possible fresh flowers among the stink. Some of these titles just don't get the press that some of the big name titles like *WarCraft* do, and it's really too bad, as some of them have some neat ideas. *Perimeter*, coming from developer KD Labs in Russia, is one of these.

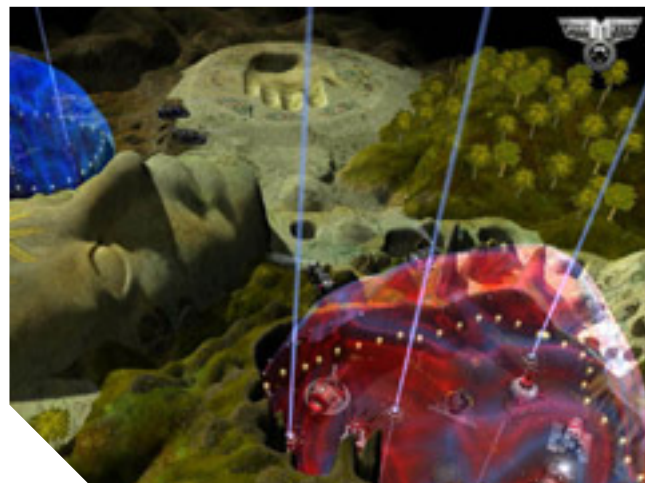
It's not hard to be impressed by what you see in the game. Colors are clear and crisp, effects are glorious in their own right, and units are detailed nicely. But perhaps the most impressive thing about the engine and the look of the game comes from the actual gameplay element that makes it different from many of the RTSs out there. The game is based around terraforming land in order to gain energy. The trick here is that the land is as mountainous as anything we've ever seen. This pretty much equates to tons and tons of polygons showing on screen at the same time. The units and buildings, all well articulated, would normally be enough, but the addition of the tons of polygons needed for the detailed landscape is mind-boggling. In fact, producer 1C is saying the engine can draw up to 1 million polygons in a frame! While I'm going to have to reserve judgment until I see the game again, that seems almost too good to be true. Frame rate anyone?

The game takes place across a chain of subspace "sponge-worlds" set up to look vaguely like a web of

neurons. When loading into a level, your job will be to expand and conquer. The whole point of the game is to build a base as big as possible. The only way to do this is to terraform the land to the 0 level. Which is also how you collect more energy to expand, so the more territory you can slowly grab from the map while balancing building construction and your eventual collision with the enemy, the better. In order to terraform, you tell your little helper robots to go out and make things right by selecting an area of land you need to terraform and then watching them change the landscape in real-time. Once territories meet, it's time to break through the forcefield surrounding them and have an all out war for domination.

We can't wait to get our hands on a playable version and see how the strategic features have turned out. Look for more on the pages of IGNPC just as soon as we do.

— Dan Adams ■



Details ::

Publisher :: Strategy First

Developer :: Object Software

Genre :: RPG

of Players :: 1-500

Release Date :: Fall 2002



Brian Linder

This Month in Entertainment ::

What's up party people? I hope you're diggin' the latest issue of IGN Unplugged! Thanks for checking out the Entertainment section - those silly videogames are overrated anyway. Besides, you can't get carpal tunnel from watching movies and stuff, so come on in! We've got the latest on all the cool big-screen flicks, DVDs and sweet gear for your digital lifestyle. As we turn the corner into the fall season, the entertainment landscape is changing. All the big summer blockbusters have come and gone and the studios will be giving you a momentary break from the hype machine. There's usually a little slump in the number of cool flicks from late August to mid-October, but there are some diamonds in the rough out there. This month we'll preview a couple of those for ya: Japanese anime master Hayao Miyazaki's *Spirited Away*, which is finally getting a domestic release; and the long-in-development *Ecks vs. Sever*, starring Lucy Liu and Antonio Banderas. Feel the love...

Now open 24 hours!
<http://entertainment.ign.com>



Featured Preview ::

032 :: Movie: Spirited Away

Also In This Section ::

033 :: Movie Preview - Ballistic: Ecks vs. Sever

034 :: DVD Previews - Blade II, Unforgiven: 10th Anniversary Ed.

035 :: Gear Preview - Freedom 2.4 Cordless Joystick



Movie Preview: Blade II

New Line Cinema officially announced the full details for the release of *Blade II* on DVD.



Gear Preview: Freedom Joystick

Logitech brings wireless to the PC with their new Freedom 2.4 Cordless Joystick.

Editor's Most Wanted ::

- 1 :: LotR: The Two Towers
- 2 :: Harry Potter 2
- 3 :: X-Men 2
- 4 :: Spirited Away
- 5 :: Batman vs. Superman

Office Abuse ::
Brian Linder's keyboard has chocolate pudding all over it.



FilmForce Movie :: Preview **SPIRITED AWAY**

Miyazaki's latest comes to the States.

Spirited Away, from Japanese anime master Hayao Miyazaki (*Kiki's Delivery Service*, *Princess Mononoke*), is the story of a little girl named Chihiro, whose family is in the process of leaving the city for the suburbs. On the way to their new home, dad takes a wrong turn and the family becomes lost in the middle of nowhere. They soon find themselves in a creepy little, abandoned town. Chihiro has a bad feeling about the whole thing, but her dad insists on taking a look around.

Things start to get weird when her parents enter a seemingly abandoned restaurant. They see a huge feast spread out, and not a single person around. Starving, mom and dad decide not to let all that food go to waste and they chow down, but Chihiro refuses to eat. She goes outside instead and to explore the town. While looking around she begins to notice some really strange things - ghostly forms and shadowy figures start appearing everywhere. Chihiro runs back into the restaurant to get her parents, but when she gets there she finds something unexpected and horrifying - her parents have both been transformed into huge, disgusting swine.

Distraught, Chihiro believes she is the only human around until she meets a young boy named Haku. Haku becomes her guide in this mysterious place. He tells her that she is in Yayu, a place where spirits go to rest after wandering the earthly realms. An old and powerful witch named Yubaaba rules Yayu. The witch tells Chihiro that she must come to work for her. She commands her to abandon her old identity and take a new name, Sen.

Held captive in this twisted world, Sen searches for a way to get her parents back. Most importantly, she can never forget Haku's warning: Forget who you really are, and you can never get back your old life.

Disney is releasing this flick in the US under a distribution agreement with Japan's Studio Ghibli. I think American audiences are finally ready for anime, but unfortunately, Disney is only giving the film a limited release. It will open initially in New York and Los Angeles on September 20th, and then expand to more cities at a later date.

I was hoping that the studio would be a bit more confident since Japanese moviegoers went absolutely nuts for this flick. It broke all kinds of records and the box office total now stands at upwards of \$200 million - it's the first foreign film ever to break the \$200 million mark without being released in the United States.

Let's hope the story holds up in the English dub - Disney/Pixar's John Lasseter supervised the project, so that's a good sign. The English voice cast includes: Daveigh Chase (as Chihiro), Michael Chiklis, Lauren Holly, Jason Marsden, Suzanne Pleshette, John Ratzenberger and David Ogden Stiers. - **Brian Linder** ■



Movie Info ::

Genre :: Anime/Fantasy

Rating :: PG

Release Date :: September 9, 2002 (limited)

Starring :: Daveigh Chase (voice),
Jason Marsden (voice)

Director :: Hayao Miyazaki

**FilmForce Movie :: Preview**

BALLISTIC: ECKS VS. SEVER

Liu & Banderas go Ballistic!

Ballistic: Ecks vs. Sever zeroes in on a deadly game of international espionage, where elite operatives wage secret wars for power, information and national security. In this dangerous realm, agendas are rarely what they seem.

The story tells of the frantic race between the only two individuals, sworn enemies, who have the skills and tenacity to procure an ingenious new assassination device - a microscopic, injectable weapon that lies dormant inside its victim until activated and then kills instantly.

Lucy Liu plays an agent known only by the code name Sever. Trained to be the perfect weapon, Sever is precise and relentless in her pursuit of a goal. The other is the brilliant and determined former FBI man-hunter Jeremiah Ecks (played by Antonio Banderas).

Ecks used to be the top expert in his field, until he resigned from the agency after his wife was killed in an explosion. Her death has left him a guilt-ridden emotional shell of his former self. Now, forced back into service by his former mentor for the most challenging assignment of his career, Ecks prepares to face off against agent Sever, his most formidable foe.

There can only be one winner in this fight for the deadly prize. But the pair soon discovers that the one they're trying to defeat may be the only one they can trust.

Director Kaos, whose first film, *Fha*, was a phenomenal success in his native Thailand, helms *Ecks vs. Sever*. Producer Chris Lee (*Final Fantasy*) recognized his Kaos' talent and thought the film would be a perfect vehicle for him.

Lee, who has been developing the project for several years, says the long process was a positive in the end. He calls it "a consistent, creative vision, honing the material and getting the right cast. We're thrilled to have Antonio and Lucy in the picture."

Banderas was cast as Ecks early on. Lee says, "He has a very interesting persona. Ecks is a very troubled, and as Antonio portrays him you feel his pain and you also get a sense of the drive and determination as well as the depth of intellect that made him the FBI's best profiler."

Sever was originally written as a male character, but early in the casting process director Kaos posed the question, "What if Sever were female?" Lee says of Liu's character, "Sever has also suffered but she doesn't show it as much on the outside. Actually, she looks amazing, no matter how difficult the situation in which she finds herself."

Alan McElroy penned the screenplay for the film, which also stars Gregg Henry, Ray Park, Talisa Soto and Miguel Sandoval. — **Brian Linder** ■



Movie Info ::

Genre :: Action/Thriller**Rating ::** Not Yet Rated**Release Date ::** September 27, 2002**Starring ::** Antonio Banderas, Lucy Liu**Director ::** Kaos



DVD :: Preview BLADE II ::



New Line Cinema officially announced the full details for the September 3 release of Blade II on DVD. The awesome flick will arrive on a two disc set complete with a 1.85:1 anamorphic widescreen transfer, Dolby Digital 5.1 and DTS ES audio, and a horde of special features:

DISC ONE ::

- Commentary track with director Guillermo Del Toro and writer David Goyer
- Commentary track with producer Peter Frankfurt and Wesley Snipes
- Isolated score

DISC TWO ::

- **Production Workshop:**
Director's Notebook: Interactive reproduction of director's notes with an intro by Del Toro
A Pact in Blood: Interactive collection of original documentaries – various docs on production, story and other subjects
- Art gallery
- Original theatrical press kit
- Deleted/alternate scenes
- Blade II video game survival guide
- Music video: Cypress Hill and Roni Size "Child of the Wild West"
- Theatrical trailers
- Script-to-Screen
- Original Website

DVD Info ::

Price :: \$29.95

Release :: September 3, 2002

DVD :: Preview UNFORGIVEN: 10TH ANNIVERSARY ED. ::



This month, Warner Brothers will release two disc special editions of Amadeus, Unforgiven, True Romance, One Flew Over the Cuckoo's Nest, and Singin' in the Rain. All four double-disc sets will arrive in stores on September 24th for a MSRP of \$26.99.

Here are the specs for the special edition of Clint Eastwood's modern western classic, Unforgiven:

DISC ONE ::

- Commentary by Time Magazine film critic and Eastwood biographer Richard Schickel
- Dolby Digital 5.1 Audio
- Widescreen format [16x9 Panavision 2.35:1]

DISC TWO ::

- 10th Anniversary featurette All on Account of Pullin' a Trigger, hosted by Morgan Freeman
- Behind-the-scenes documentary Eastwood & Co. Making Unforgiven
- The career retrospective Eastwood on Eastwood by critic/biographer Richard Schickel
- Classic Maverick TV series episode "Duel at Sundown" (airdate February 1, 1959), in which Eastwood plays a virtual younger incarnation of his Unforgiven role
- Interviews with Clint Eastwood, Gene Hackman and Richard Harris
- Theatrical trailer
- Cast/crew film highlights

DVD Info ::

Price :: \$26.99

Release :: September 24, 2002



Logitech

Gear :: Preview

FREEDOM AT LAST

Logitech brings wireless to the PC with their new Freedom 2.4 Cordless Joystick. Guess who go to play with it?

So if you've been reading **IGN Gear** recently, then you caught the review of the Logitech Cordless Controller for the PS2. The company seems to be taking a rather aggressive stance with its new line of wireless peripherals, with planned releases for both consoles and PC. At a recent press day at Logitech's HQ, I got a chance to toy around with one of the more impressive untethered devices I've come across, the Freedom 2.4 (GHz) Cordless Joystick. As far as I know, the Freedom is the first of its kind, a 2.4 GHz wireless stick.

It might occur to you that you don't really need a cordless PC controller of any kind. After all, it's not as if you're sitting across the room, as you might with a console, when you're playing PC games. However, one only needs a few seconds with the Cordless Freedom to appreciate the flexibility. The ability to place it anywhere on your desk without having to worry about cable tug and resistance will spoil you in no time. And thanks to the relatively close proximity of the RF receiver -- it's a small USB dongle that sits unobtrusively on your PC case -- you needn't concern yourself with maintaining a solid signal connection.

I've been using a Saitek Cyborg Gold for a long while, and I think it's a great looking controller as well as performing like a champ. The Freedom, however, is an extremely sexy bitch. Logitech was proud as hell of the San Francisco-based (of course) design firm that pumped out the basic form. Not only does it look great, but it's also one of the most comfortable sticks I've used. The only downside is that, unlike the Cyborg Gold, the Freedom isn't southpaw-friendly.

The stick is surprising light. I had expected a heavy power source, but three AAAs barely tip the scales. In order to keep the stick steady and in place, Logitech coated the three base legs with a soft, almost sticky, rubber. They were running *Crimson Skies* for the demo, an excellent choice, and not once did it slip or tip over.

The base of the Freedom has four programmable buttons and a throttle control. The throttle is set directly on front of the stick - close but not too close. The stick itself has a very solid aluminum trigger, a thumb button, and four programmable buttons. The eight-way POV hat has a very comfortable rubber coating similar to the base.

The RF technology allows for a 20-foot operation range, more than enough for almost any PC gaming rig. The three AAAs provide 50 hours of game time. (Force feedback would have pushed this spec down to like 45 seconds.)

Logitech hasn't stated a solid release date, but they hope to ship the Freedom "early fall," which could mean as early as September. Lastly, the stick will carry a \$69.95 price tag. Keep your eyes peeled for a full review on **IGN Gear**.

— Mike Wiley ■





Chris "El Sexo" Carle

This Month in Codes ::

Our codes scouts have returned from points foreign to deliver a brand new satchel of codes for this month. After they recovered from their jetlag and got a couple of carnitas burritos in them, we pumped them for information. The debriefing was long and arduous, but we've managed to compile a hearty list of cheats and unlockables.

From the sun-soaked beaches of Japan, we've got uniform codes for *Beach Spikers* and passwords for both *Yu-Gi-Oh!* PSX games. In Grant City, our gritty spies unearthed a sweet chapter select code for *Dead to Rights*. Our supermodel operative in Prague uploaded codes for *Medal of Honor: Allied Assault*, and then walked the runway four minutes later. From deep inside the locker rooms of the NFL, our linebacker agent brought us codes for *NFL Blitz 20-03*.

Many people put their lives on the line to bring you these codes. Use them well.

For more codes, guides, corpses & more, visit
<http://codes.ign.com> or
<http://guides.ign.com>.



Featured Codes ::

039 :: Yu-Gi-Oh! (PSX)

Forbidden Memories & Shin Duel Monsters Codes!



Beach Spikers (GCN)

Unlock Uniforms...



Medal of Honor: Allied Assault (PC)

Console Cheat List...

Editor's Most Wanted ::

- 1 :: Animal Crossing (GCN)
- 2 :: DmechAssault (Xbox)
- 3 :: Tony Hawk's Pro Skater 4 (Xbox)
- 4 :: Metroid Prime (GCN)
- 5 :: Haven: Call of the King (PS2)

Office Abuse ::

For his third grade talent show, Chris auditioned with Tina Turner's "Private Dancer."



BEACH SPIKERS (GCN)

Unlock Uniforms

Go through Tutorial Mode to unlock Uniforms 71-86.

Beat World Tour to unlock Hairstyles 71-74, Sunglasses 86-93, Uniforms 96-102.

Beat Arcade Mode the required amount of times to unlock the corresponding threads:

1st Time: Uniforms 87 & 88

2nd Time: Uniforms 90 & 91

3rd Time: Uniforms 93 & 94

These passwords unlock Uniforms:

DAYTONA: 107-108

FVIPERS: 109-110

ARAKATA: 111-113 (Space Channel 5 uniforms)

PHANTA2: 114-115 (PSO uniforms)

OHTORII: 116-117 (Sega uniforms)

JUSTICE: 105-106 (Virtua Cop uniforms)

DEAD TO RIGHTS (XBOX)

Unlock All Chapters

Press U, D, U, D, L, R, R, Y, X, X on the "New Game" screen after the "Press Start" screen to unlock all chapters in the game.

ENCLAVE (XBOX)

Unlock 9320 Battle Droid

To unlock the 9320 Battle Droid as a playable character, collect all of the gold in the Light Campaign.

Unlock Cheat Mode

To unlock God Mode and Complete Mission in the pause menu, pause the game and press these buttons: X, Y, X, X, Y, Y, X, Y, X, X, Y, Y. Cheat away!

Unlock Dark Campaign

To unlock the Dark Campaign, start a new game, enter what you'd like your save game name to be. Then, at the Episode Selection screen, enter this code: X, Y, Y, X, X, Y, X, Y.

Unlock Earth Golem

Complete the Light Campaign to unlock the Earth Golem as a playable character.

Unlock Fetica

To unlock Fetica as a playable character, collect all of the gold in the Dark Campaign.



ENCLAVE (XBOX) cont.

Unlock Stone Gnome

To unlock the Stone Gnome as a playable character, successfully complete the Dark Campaign.

MEDAL OF HONOR: ALLIED ASSAULT (PC)

Cheat Console Activation Procedure

To activate the cheat codes you need to create a shortcut from the MOHAA executable (.exe) icon. The default location is C:\Program Files\EA GAMES\MOHAA.

Right click on the short cut and click on the Properties tab. Delete the existing target line and replace it with the following: "c:\program files\ea games\mohaa\mohaa.exe" +set developer 1 +set thereisnomonkey 1 +set cheats 1 +set ui_console 1" (Do not include the quotation marks).

Now, start the game by clicking on the shortcut icon. Then click on the Advanced options menu in the stack of radios. Turn on the Console option. Press the "~" (tilde) key to bring down the console and you're ready to cheat!

Cheat List

wuss - Gives player all weapons

dog - God Mode

fullheal - Heal player

notarget - Removes target

noclip - No clipping

listinventory - List of the player's inventory

tele x y z - Teleport to location x y z (where xyz are numerical values)

coord - Prints out current location and angles

health - set current health

kill - Kills the player

giveweapon weapons/"weapon_name".tik - Gives the player the specified weapon

toggle cg_3rd_person - Toggles 3rd person view.

maplist - brings up a list of all levels, click on the one you want to play

NFL BLITZ 20-03 (PS2, XBOX, GCN)

Unlock Teams via PIN

Enter the following PINs when prompted to unlock the corresponding team.

1985: BEAR

1974: CLOWN

1996: COWBOY

1997: DEER

1972: DOLPHIN

1981: EAGLE

1999: HORSE

2002: PATRIOT

1963: LION

1966: PINTO

2001: PIRATE

2000: RAM

1977: TIGER



SMUGGLER'S RUN: WARZONES (GCN)

Infinite Countermeasures

One of the most helpful codes for all you token hunters struggling with the Joy Ride mode, this button cheat gets you infinite countermeasures. Just press pause and enter Y, Y, Y, X, X, Z, Z and you're ready to kick butt.

Unlock Hover Sled

To get your hands on the GameCube-exclusive Hover Sled, finish each Smuggler's mission with a GREAT rating.

STREET HOOPS (XBOX)

Different Uniforms

To unlock different uniforms, go to the Cheats Screen and enter the corresponding codes:

Brick City Uniforms: R, BLACK, R, L, Y, X, R, L

Cowboy Uniforms: Y, WHITE, WHITE, R

Elvis Uniforms: Y, BLACK, WHITE, BLACK, BLACK, WHITE, L, BLACK

Santa Uniforms: WHITE, BLACK, WHITE, BLACK

Unlock Different Balls

To unlock different balls, go to the Cheats screen and enter the corresponding code:

Black Ball: WHITE, WHITE, Y, BLACK

Normal Ball: R, X, X, L

Court Select Ball: Y, X, Y, L, Y, X, X.

Unlock Lil' Romeo and Master P

To unlock Lil' Romeo and Master P, go to the Foot Action store and buy a lot of gear. Once you've spent a couple of grand, the pair will be waiting for you outside of the store.

Unlock Xzibit

To unlock Xzibit, win the Lord of the Court challenge at Venice Beach.

YU-GI-OH! FORBIDDEN MEMORIES (PSX)

Get Exodia Parts

To get Exodia parts, enter:

Head: 33396948

Right Leg: 08124921

Left Leg: 44519536

Right Arm: 70902349

Left Arm: 07902349

Get a Red Eyes Black Dragon

To get a Red Eyes Black Dragon piece, enter: 74677422



YU-GI-OH! SHIN DUEL MONSTERS (PSX)

Special Card Passwords

Enter the number codes at the Password screen to get special cards. You'll still have to pony up the Star Chips to purchase them, but at least they'll be available. - submitted by BiN

7 Colored Fish **23771716**
Abyss Flower **40387124**
Acid Crawler **77568553**
Acid Trap Hole **41356845**
Air Marmot of Nefa **75889523**
Akakieisu **38035986**
Akihirom **36904469**
Alinsection **70924884**
Alligator's Sword **64428736**
All-seeing Goddess **53493204**
Alpha the Magnet Warrior
99785935

Amazon of the Seasons **17968114**
Ameba **95174353**
Amphibious Bugroth **40173854**
Ancient Brain **42431843**
Ancient Elf **93221206**
Ancient Jar **81492226**
Ancient One of the Forest
14015067
Ancient Sorcerer **36821538**
Ancient Tool **49587396**
Ancient Tree of Enlightenment
86421986

Ancient Water Turtle **11714098**
Angelwitch **37160778**
Ansatsu **48365709**
Anthrosaurus **89904598**
Anti Raigeki **42364257**
Aqua Dragon **86164529**
Aqua Madoor **85639257**
Aqua Snake **12436646**
Arlownay **14708569**
Arma Knight **36151751**
Armaill **53153481**
Armed Ninja **09076207**
Armored Lizard **15480588**
Armored Rat **16246527**
Armored Starfish **17535588**
Armored Zombie **20277860**
Axe of Despair **40619825**
Axe Raider **48305365**
Baby Dragon **88819587**
Baron Of The Fiend Sword
86325596
Barox **06840573**
Barrel Dragon **81480460**
Barrel Lily **67841515**

Barrel Rock **10476868**
Basic Insect **89091579**
Bat **72076281**
Battle Ox **05053103**
Battle Steer **18246479**
Battle Warrior **55550921**
Beaked Snake **06103114**
Bean Soldier **84990171**
Bear Trap **78977532**
Beast Fangs **46009906**
Beast King of the South **99426834**
Beast of Talwar **11761845**
Beastly Mirror Ritual **81933259**
Beautiful Beast Trainer **29616941**
Beautiful Headhunter **16899564**
Beaver Soldier **32452818**
Behegon **94022093**
Berfomet **77207191**
Beta the Magnet Warrior **39256679**
Bickuribox **25655502**
Big Eye **16768387**
Big Insect **53606874**
Big Shield Gardna **65240384**
Binding Chain **08058240**
Bio Plant **07670542**
Bite Shoes **50122883**
Black Dragon Jungle **89832901**
Black Illusion Ritual **41426869**
Black Luster Ritual **55761792**
Black Luster Ritual **81756897**
Black Luster Soldier **05405694**
Black Pendant **65169794**
Black Skull Dragon **11901678**
Blackland Fire Dragon **87564352**
Bladefly **28470714**
Blast Juggler **70138455**
Blast Sphere **26302522**
Blocker **34743446**
Blue Eyes Silver Zombie **35282433**
Blue Eyes Ultra Dragon **23995346**
Blue Eyes White Dragon **89631139**
Blue-Eyes Toon Dragon **53183600**
Blue-winged Crown **41396436**
Bolt Escargot **12146024**
Bolt Penguin **48531733**
Bone Mouse **21239280**
Boo Koo **68963107**
Book of Secret Arts **91595718**

Bottom Dweller **81386177**
Boulder Tortoise **09540040**
Bracchio-Raidus **16507828**
Brave Scizzar **74277583**
Breath of Life **20101223**
Bright Castle **82878489**
Burglar **06297941**
Call Of The Haunted **91536248**
Candle of Destiny **47695416**
Cannon Soldier **11384280**
Card Destruction **72892473**
Castle of Dark Magic **00062121**
Castle Walls **44209392**
Catapult Turtle **95727991**
Celtic Guardian **91152256**
Chakra **65393205**
Change of Heart **04031928**
Change Slime **18914778**
Charubin the Fire Knight **37421579**
Chimera the Flying **04796100**
Chronolord **61454890**
Claw Reacher **41218256**
Clown Zombie **92667214**
Cockroach Knight **33413638**
Cocoon of Evolution **40240595**
Commencement Dance **43417563**
Contruct of Mask **02304453**
Corroding Shark **34290067**
Cosmo Queen **38999506**
Cosmo Queen's Prayer **04561679**
Crab Turtle8 **91782219**
Crass Clown **93889755**
Crawling Dragon **67494157**
Crawling Dragon #2 **38289717**
Crazy Fish **53713014**
Crimson Sunbird **46696593**
Crow Goblin **77998771**
Crush Card **57728570**
Crushcard **577728570**
Curse of Dragon **28279543**
Curse of Millenium **83094937**
Curse Of Trihorned Dragon **79699070**
Cursebreaker **69666645**
Curtain of the Dark **22026707**
Cyber Commander **06400512**
Cyber Raider **39978267**
Cyber Saurus **89112729**
Cyber Shield **63224564**



YU-GI-OH! SHIN DUEL MONSTERS (PSX) cont.

Cyber Soldier **44865098**
Cyber Soldier of Darkness **75559356**
Cyber-Stein **69015963**
Cyber-tech Alligator **48766543**
Dancing Elf **59983499**
Dark Artist **72520073**
Dark Assailant **41949033**
Dark Chimera **32344688**
Dark Elf **21417692**
Dark Energy **04614116**
Dark Gray **09159938**
Dark Hole **53129443**
Dark King of the Abyss **53375573**
Dark Magic Ritual **76792184**
Dark Magician **46986414**
Dark Magician Girl **38033121**
Dark Plant **13193642**
Dark Prisoner **89558090**
Dark Rabbit **99261403**
Dark Shade **40196604**
Dark Titan of Terror **89494469**
Dark Witch **35565537**
Dark World Thorns **43500484**
Dark-eyes Illusionist **38247752**
Darkfire Dragon **17881964**
Dark-Piercing Light **45895206**
Deepsea Shark **28593363**
Deepsea Warrior **24128274**
De-Spell **19159413**
Destroyer Golem **73481154**
Dharma Cannon **96967123**
Dian Keto the Cure **84257639**
Dice Armadillo **69893315**
Dig Beak **29948642**
Dimensional Knight **37043180**
Disk Magician **76446915**
Dissolverock **40826495**
Dokuroizo the Grim **25882881**
Dokurorider **99721536**
Doll of Demise **91635482**
Doma the Angel of Doom **16972957**
Doron **00756652**
Dorover **24194033**
Dragon Capture Jar **50045299**
Dragon Human **81057959**
Dragon Piper **55763552**
Dragon Seeker **28563545**
Dragon Statue **09197735**
Dragon Treasure **01435851**
Dragon Zombie **66672569**
Dragoness the Wicked **70681994**
Dream Clown **13215230**

Drill Bug **88733579**
Droll Bird **97973387**
Drooling Lizard **16353197**
Dryad **84916669**
Dunames Dark Witch **12493482**
Dungeon Worm **51228280**
Eatgaboos **42578427**
Eldeen **06367785**
Electric Lizard **55875323**
Electric Snake **11324436**
Electro-whip **37820550**
Elegant Egotist **90219263**
Elf's Light **39897277**
Embryonic Beast **64154377**
Emperor of the Lance **11250655**
Empress Judge **15237615**
Enchanting Mermaid **75376965**
Eradicating Aerosol **94716515**
Eternal Draught **56606928**
Eternal Rest **95051344**
Exile of the Wicked **26725158**
Exodia of Forbidden **33396948**
Eyemarmor **64511793**
Faceless Mage **28546905**
Fairy Dragon **20315854**
Fairy of the Fountain **81563416**
Fairy's Gift **68401546**
Faith Bird **75582395**
Fake Trap **03027001**
Feral Imp **41392891**
Fiend Kraken **77456781**
Fiend Reflection #1 **68870276**
Fiend Reflection #2 **02863439**
Fiend Sword **22855882**
Fiend's Hand **52800428**
Fiend's Mirror **31890399**
Final Flame **73134081**
Fire Eye **88435542**
Fire Grass **53293545**
Fire Kraken **46534755**
Fire Reaper **53581214**
Fire-eating Turtle **96981563**
Firewing Pegasus **27054370**
Fireyarou **71407486**
Fissure **66788016**
Flame Cerebrus **60862676**
Flame Ghost **58528964**
Flame Manipulator **34460851**
Flame Swordsman **45231177**
Flame Viper **02830619**
Flower Wolf **95952802**
Flying Penguin **5628232**

Follow Wind **98252586**
Forest **87430998**
Fortress Whale **62337487**
Fortress Whale's Oath **77454922**
Frenzied Panda **98818516**
Frog The Jam **68638985**
Fungi of the Musk **53830602**
Fusionist **01641882**
Gaia the Dragon Champion
66889139
Gaia the Fierce Knight **06368038**
Gale Dogra **16229315**
Garma Sword **90844184**
Garma Sword Oath **78577570**
Garnecia Elefantis **49888191**
Garoozis **14977074**
Garvas **69780745**
Gate Deeg **49258578**
Gate Guardian **25833572**
Gate Guardian Ritual **56483330**
Gate Sword **46211326**
Gatekeeper **19737320**
Gazelle the King of Dreams
05818798
Gear Golem the Mover **30190809**
Gemini Elf **69140098**
Genin **49370026**
Giant Flea **41762634**
Giant Mech-soldier **72299832**
Giant Red Seasnake **58831685**
Giant Scorpion of Tundra **41403766**
Giant Soldier of Stone **13039848**
Giganto **33621868**
Giga-tech Wolf **08471389**
Giltia the Dark Knight **51828629**
Goblin Fan **04149689**
Goblin's Secret Recover **11868825**
Goddess of Whim **67959180**
Gokibore **15367030**
Golgoil **07526150**
Gorgon Egg **11793047**
Grappler **02906250**
Graveyard & Hand **27094595**
Great Bill **55691901**
Great Mammoth of Graveyard
54622031
Great Moth **14141448**
Great White **13429800**
Green Phantom King **22910685**
Greenkappa **61831093**
Griffone **53829412**
Griggle **95744531**

**YU-GI-OH! SHIN DUEL MONSTERS (PSX) cont.**

Gruesome Goo **65623423**
Guardian of the La **89272878**
Guardian of the Thunder **47879985**
Gyakutenno Megami **31122090**
Hamburger Recipe **80811661**
Hane-Hane **07089711**
Haniwa **84285623**
Hannibal Necromancer **05640330**
Happy Lover **99030164**
Hard Armor **20060230**
Harpie Lady **76812113**
Harpie Lady Sister **12206212**
Harpie's Feather Duster **18144506**
Harpie's Pet Dragon **52040216**
Hercules Beetle **52584282**
Hero of the East **89987208**
Hibikime **64501875**
High Tide Gyojin **54579801**
Hinotama **46130346**
Hinotama Soul **96851799**
Hinotama Soul **96851799**
Hiro's Shadow Scout **81863068**
Hitodenchak **46718686**
Hitotsu-me Giant **76184692**
Holograh **10859908**
Horn Imp **69669405**
Horn of Light **38552107**
Horn of the Unicorn **64047146**
Hoshiningen **67629977**
Hourglass of Courage **43530283**
Hourglass of Life **08783685**
House of Adhesive **15083728**
Hungry Burger **30243636**
Hungry Ghoul **95265975**
Hunter Spider **80141480**
Hurricail **15042735**
Hyo **38982356**
Hyosube **02118022**
Hyozanryu **62397231**
Ice Water **20848593**
III Witch **81686058**
Inhaler **08353769**
Insect Armor with Fire **03492538**
Insect Queen **91512835**
Insect Soldiers of Swarm **07019529**
Invader from Another Galaxy
28450915
Invader of the Throne **03056267**
Invigoration **98374133**
Invisible Wire **15361130**
Invitation to a Da **52675689**
Javelin Beetle **26932788**

Javelin Beetle Pact **41182875**
Jellyfish **14851496**
Jigen Bakudan **90020065**
Jinzo **77585513**
Jinzo #7 **32809211**
Jirai Gumo **94773007**
Job-change Mirror **55337339**
Judge Man **30113682**
Kagemusha Of The Blue Flame
15401633
Kageningen **80600490**
Kairyu-shin **76634149**
Kaiser Dragon **94566432**
Kamakiriman **68928540**
Kaminari Attack **09653271**
Kaminarikoizou **15510988**
Kamionwizard **41544074**
Kanan the Swordmistress
12829151
Kanikabuto **84103702**
Kappa Avenger **48109103**
Karbonala Warrior **54541900**
Kattapillar **81179446**
Kazejin **62340868**
Key Mace **01929294**
Key Mace #2 **20541432**
Killer Needle **88979991**
King Fog **84686841**
King of Yamimakai **69455834**
Kojikocy **01184620**
Korogashi **32569498**
Koumori Dragon **67724379**
Koumori Dragon **67724379**
Krokodilus **76512652**
Kumootoko **56283725**
Kunai with Chain **37390589**
Kurama **85705804**
Kuriboh **40640057**
Ku wagata **60802233**
Kwagar Hercules **95144193**
La Jinn The Mystic **97590747**
Labyrinth Tank **99551425**
Labyrinth Wall **67284908**
Lady of Faith **17358176**
LaLa Li-on **09430387**
LaMoon **75850803**
Larvae Moth **87756343**
Larvas **94675535**
Last Day of Witch **90330453**
Last Will **85602018**
Laughing Flower **42591472**
Launcher Spider **87322377**

Lava Battleguard **20394040**
Lazer Cannon Armor **77007920**
Left Arm of Forbidden **07902349**
Left Leg of Forbidden **44519536**
Legendary Sword **61854111**
Leghul **12472242**
Legion the Fiend Jester **25280974**
Leo Wizard **04392470**
Leogun **10538007**
Leopard Girl **49000779**
Lesser Dragon **55444629**
Life Eater **52367652**
Liquid Beast **93108297**
Lisark **55210709**
Little Chimera **68658728**
Little D **42625254**
Living Vase **34320307**
Lord of Dragons **17985575**
Lord of the Lamp **99510761**
Lord of Zemias **81618817**
Lucky Trinket **03985011**
Lunar Queen Elzaim **62210247**
Mabarrel **98795934**
Machine Attacker **38116136**
Machine Chaser **07359741**
Machine Conversion **25769732**
Machine King **46700124**
Madjinn Gunn **43905751**
Magical Ghost **46474915**
Magical Labyrinth **64389297**
Magician of Black **30208479**
Magician of Faith **31560081**
Maha Vailo **93013676**
Maiden of the Moon **79629370**
Malevolent Nuzzler **99597615**
Mammoth Graveyard **40374923**
Man Eater **93553943**
Man-Eater Bug **54652250**
Man-eating Black Shark **80727036**
Man-eating Plant **49127943**
Man-Eating Treasure Chest
13723605
Manga Ryu-ran **38369349**
Marine Beast **29929832**
Masaki The Legendary Swordsman
44287299
Mask of Darkness **28933734**
Mask of Shine & Da **25110231**
Masked Clown **77581312**
Masked Sorcerer **10189126**
Master & Expert **75499502**
Mavelus **59036972**

**YU-GI-OH! SHIN DUEL MONSTERS (PSX) cont.**

Mech Bass **50176820**
Mech Mole Zombie **63545455**
Mechaleon **94412545**
Mechanical Snail **34442949**
Mechanical Spider **45688586**
Meda Bat **76211194**
Mega Thunderball **21817254**
Megamorph **22046459**
Megasonic Eye **07562372**
Megazowler **75390004**
Megirus Light **23032273**
Meotoko **53832650**
Metal Dragon **09293977**
Metal Fish **55998462**
Metal Guardian **68339286**
Metalmorph **68540058**
Metalzoa **50705071**
Meteor Black Dragon **90660762**
Meteor Dragon **64271667**
Midnight Fiend **83678433**
Mikazukinoyaiba **38277918**
Millenium Golem **47986555**
Millennium Shield **32012841**
Milus Radiant **07489323**
Minar **32539892**
Minomushi Warrior **46864967**
Misairuzame **33178416**
Mon Larvas **07225792**
Monster Eye **84133008**
Monster Reborn **83764718**
Monster Tamer **97612389**
Monster-egg **36121917**
Monstrous Bird **35712107**
Monsturtle **15820147**
Moon Envoy **45909477**
Mooyan Curry **58074572**
Morinphen **55784832**
Morphing Jar **33508719**
Mountain **50913601**
Mountain Warrior **04931562**
Muka Muka **46657337**
Multiply **40703222**
Muse-A **69992868**
Mushroom Man **14181608**
Mushroom Man #2 **93900406**
Musician King **56907389**
M-warrior #1 **56342351**
M-Warrior #2 **92731455**
Mysterious Puppete **54098121**
Mystery Hand **62793020**
Mystic Clown **47060154**
Mystic Horseman **68516705**

Mystic Lamp **98049915**
Mystical Capture Chain **63515678**
Mystical Elf **15025844**
Mystical Moon **36607978**
Mystical Sand **32751480**
Mystical Sheep #1 **30451366**
Mystical Sheep #2 **83464209**
Namuriko **90963488**
Neck Hunter **70084224**
Needle Ball **94230224**
Needle Worm **81843628**
Nekogal #1 **01761063**
Nekogal #2 **43352213**
Neo The Magic Swordsman
50930991
Night Lizard **78402798**
Nightmare Scorpion **88643173**
Niwatori **07805359**
Novox's Prayer **43694075**
Obese Marmot of Ne **56713552**
Octoberser **74637266**
Ocubeam **86088138**
Ogre of the Black Shadow
45121025
Old Lizard Warrior **43230671**
One Who Hunts Soul **03606209**
One-eyed Shield Dragon **33064647**
Ooashi **13906696**
Ooguchi **58861941**
Ookazi **19523799**
Orion the Battle King **02971090**
Oscillo Hero **82065276**
Oscillo Hero #2 **27324313**
Pale Beast **21263083**
Panther Warrior **42035044**
Parasite Paracide **27911549**
Parrot Dragon **62762898**
Patrol Robo **76775123**
Peacock **20624263**
Pendulum Machine **24433920**
Penguin Knight **36039163**
Penguin Soldier **93920745**
Perfectly Ultimate **48579379**
Performance of Swords **04849037**
Petit Angel **38142739**
Petit Dragon **75356564**
Petit Moth **58192742**
Phantom Dewan **77603950**
Phantom Ghost **61201220**
Phantom Thief **24348204**
Pinch Hopper **26185991**
Pot of Greed **55144522**

Pot the Trick **55567161**
Power of Kaishin **77027445**
Pragtical **33691040**
Prevent Rat **00549481**
Princess of Tsurug **51371017**
Prisman **80234301**
Protector of the Throne **10071456**
Psychic Kappa **07892180**
Psycho-Puppet **63459075**
Pumpking the King **29155212**
Punished Eagle **74703140**
Puppet Ritual **05783166**
Queen Bird **73081602**
Queen of Autumn Leaves **04179849**
Queen's Double **05901497**
Rabid Horseman **94905343**
Raigeki **12580477**
Rainbow Flower **21347810**
Rainbow Marine Mermaid
29402771
Raise Body Heat **51267887**
Rare Fish **80516007**
Ray & Temperature **85309439**
Reaper of the Card **33066139**
Red Archer Girl **65570596**
Red Eyes Black Dragon **74677422**
Red Eyes Black Metal Dragon
64335804
Red Medicine **38199696**
Reflect Bounder **02851070**
Reinforcements **17814387**
Relinquished **64631466**
Remove Trap **51482758**
Restructor Revolution **99518961**
Resurrection of Chimera **39399168**
Reverse Trap **77622396**
Revival of Sennen **16206366**
Revival of Skeleton **31066283**
Revived Serpent Night **39411600**
Rhaimundos of the **62403074**
Right Arm of Forbidden **70903634**
Right Leg of Forbidden **08124921**
Roaring Ocean Snake **19066538**
Rock Ogre Grotto #1 **68846917**
Rock Ogre Grotto #2 **62193699**
Rock Spirit **82818645**
Rogue Doll **91939608**
Root Water **39004808**
Rose Spectre of Dune **32485271**
Royal Guard **39239728**
Rude Kaiser **26378150**
Ryu-kishin **15303296**

**YU-GI-OH! SHIN DUEL MONSTERS (PSX) cont.**

Ryu-kishin Powered **24611934**
Ryu-ran **02964201**
Saber Slasher **73911410**
Saggi the Dark Clown **66602787**
Salamandra **32268901**
Sandstone **73051941**
Sanga of the Thunder **25955164**
Sangan **26202165**
Satellite Cannon n Control
50400231
Sea Guardian **85448931**
Sea Kamen **71746462**
Sea King Dragon **23659124**
Sea King of Fury. **18710707**
Sectarian of Secre **15507080**
Seiyaryu **06740720**
Sengenjin **76232340**
Serpent Marauder **82742611**
Serpent Night Dragon **66516792**
Shadow Ghoul **30778711**
Shadow Specter **40575313**
Shadow Spell **29267084**
Shining Friendship **82085619**
Shovel Crusher **71950093**
Silver Bow & Arrow **01557499**
Silver Fang **90357090**
Simochi Allergy **40633297**
Sinister Serpent **08131171**
Sinister Shadow **63125616**
Skelengel **60694662**
Skelgon **32355828**
Skull Guardian **03627449**
Skull Night **02504891**
Skull Red Bird **10202894**
Skull Servant **32274490**
Skull Stalker **54844990**
Skullbird **08327462**
Skull-mark LadyBug **64306248**
Sky Dragon **95288024**
Sleeping Lion **40200834**
Slot Machine **03797883**
Snakeyashi **29802344**
Sogen **86318356**
Solitude **84794011**
Sonic Maid **38942059**
Sorcerer Of The Doomed **49218300**
Soul Exchange **68005187**
Soul Hunter **72869010**
Soul of the Pure **47852924**
Space Megatron **39181897**
Sparks **76103675**
Spellbinding Circle **18807108**

Spider Crab **34536276**
Spike Seadra **85326399**
Spikebot **87511987**
Spiked Snail **98075147**
Spirit of the Book **14037717**
Spirit of the Harp **80770678**
Spirit of the Mountain **34690519**
Spirit of the Wind **54615781**
Stain Storm **21323861**
Star Boy **08201910**
Steel Fan Fighter **13616074**
Steel Ogre Grotto #1 **29172562**
Steel Ogre Grotto #2 **29172562**
Steel Ogre Grotto #2 **90908427**
Steel Scorpion **13599884**
Steel Shell **02370081**
Stone Armadiller **63432835**
Stone Dragon **68171737**
Stone Ghost **72269672**
Stone Ogre Grotto **15023985**
Stone Statue of the Ancients
31812496
Stop Defense **63102017**
Stuffed Animal **71068263**
Succubus Knight **55291359**
Suijin **98434877**
Summoned Skull **70781052**
Super War-lion **33951077**
Supporter in the South **41422426**
Swamp Battleguard **40453765**
Sword Arm of Dragon **13069066**
Sword Hunter **51345461**
Sword of Dark Destruction
37120512
Swords of Revealing Light
72302403
Swordsman From Afar **85255550**
Swordsman of Lands **03573512**
Swordstalker **50005633**
Synchar **75646173**
Tainted Wisdom **28725004**
Takriminos **44073668**
Takuhee **03170832**
Talons of Shurilan **74150658**
Tao the Chanter **46247516**
Tatsunootoshigo **47922711**
Temple of Skulls **00732302**
Tenderness **57935140**
Tentacle Plant **60715406**
Tera The Terrible **63308047**
Terra Bugroth **58314394**
The 13th Grave **00032864**

The Bistro Butcher **71107816**
The Drdek **08944575**
The Fiend Megacyber **66362965**
The Immortal of Thunder
84926738
The Inexperience Spy (Magic Card)
81820689
The Judgement Hand **28003512**
The Last Warrior from **86099788**
The Little Swordsman **25109950**
The Melting Red Sh **98898173**
The Snake Hair **29491031**
The Statue of East **10262698**
The Stern Mystic **87557188**
The Thing That Hides **18180762**
The Unhappy Maiden **51275027**
The Wandering Doomed **93788854**
The Wicked Worm Below
06285791
Thousand Dragon **41462083**
Thousand-eyes Idol **27125110**
Thousand-eyes Rest **63519819**
Three-legged Zombie **33734439**
Thunder Dragon **31786629**
Tiger Axe **49791927**
Time Wizard **71625222**
Tiny Guardian **90790253**
Toad Master **62671448**
Togex **33878931**
Tomozaurus **46457856**
Tongyo **69572024**
Toon Alligator **59383041**
Toon Mermaid **65458948**
Toon Summoned Skull **91842653**
Toon World **15259793**
Torike **80813021**
Total Defense Shogun **75372290**
Trakadon **42348802**
Trap Hole **04206964**
Trap Master **46461247**
Tremendous Fire **46918794**
Trent **78780140**
Trial of Nightmare **77827521**
Tri-Horned Dragon **39111158**
Tripwire Beast **45042329**
Turtle Bird **72929454**
Turtle Oath **76806714**
Turtle Raccoon **17441953**
Turtle Tiger **37313348**
Turu-Purun **59053232**
Twin Long Rods #1 **60589682**
Twin Long Rods #2 **29692206**

**YU-GI-OH! SHIN DUEL MONSTERS (PSX) cont.**

Two-headed King Reaper **94119974**
Two-Headed Thunder Dragon
54752875
Two-mouth Darkruler **57305373**
Two-Pronged Attack **83887306**
Tyhone **72842870**
Tyhone #2 **56789759**
Ultimate Dragon **17928958**
Ultimate Offering **80604091**
Umi **22702055**
Unknown Warrior of the Fiend
97360116
Uraby **01784619**
Ushi Oni **48649353**
Vermillion Sparrow **35752363**
Versaga the Destroyer **50259460**
Vile Germs **39774685**
Violent Rain **94042337**
Violet Crystal **15052462**
Vishwar Randi **78556320**
Waboku **12607053**
Wall of Illusion **13945283**
Wall Shadow **63162310**
War-lion Ritual **54539105**
Warrior Elimination **90873992**
Warrior of Tradition **56413937**
Wasteland **23424603**

Water Element **03732747**
Water Girl **55014050**
Water Magician **93343894**
Water Omotics **02483611**
Waterdragon Fairy **66836598**
Weather Control **37243151**
Weather Report **72053645**
Wetha **96643568**
Whiptail Crow **91996584**
White Dolphin **92409659**
White Magical Hat **15150365**
Wicked Dragon with Teeth
02957055
Wicked Mirror **15150371**
Widespread Ruin **77754944**
Wilmea **92391084**
Wind Djinn **97843505**
Wing Eagle **47319141**
Wing Egg Elf **98582704**
Winged Cleaver **39175982**
Winged Dragon #2 **57405307**
Winged Dragon, Guardian Of The
Fortress #1 **87796900**
Winged Egg of New Life **42418084**
Winged Trumpeter **94939166**
Wings of Wicked Flame **92944626**
Witch of the Black Eye **78010363**

Witch's Apprentice **80741828**
Witty Phantom **36304921**
Wodan the Resident **42883273**
Wolf **49417509**
Wood Clown **17511156**
Wood Remains **17733394**
Wow Warrior **69750536**
Wretched Ghost of Darkness
17238333
Yado Karu **29380133**
Yaiba Robo **10315429**
Yamadron **70345785**
Yamadron Ritual **29089635**
Yamatano Dragon Scroll **76704943**
Yami **59197169**
Yaranzo **71280811**
Yashinoki **41061625**
Yormungarde **17115745**
Zanki **30090452**
Zarigun **10598400**
Zera Ritual **81756897**
Zera the Mant 3 **69123138**
Zoa **24311372**
Zombie Warrior **31339260**
Zone Eater **86100785**

SHALLOW HAL (DVD)

Want to see how they did the tail?



There is a quick and funny easter egg on the Shallow Hal DVD. To access the egg, go to the main menu, select "Languages." From the languages menu, move the cursor over to the region of Jason Alexander's butt. A little tail will pop up, click it.

A short video of the crew testing out the tail plays.

KORN DEUCE (DVD)**Hidden Band Bios**

To access, use the second control panel. The codes are based on the numerical/alphabetical assignment on telephones... Enter the Bio Room by inputting "Asylum" (279586). – submitted by Robert

Parting Shot ::



"Ivan the Insatiable"

Coming Soon ::

Yes, the rumors are true: Unplugged is evolving. The green, squirmy caterpillar that you once loved is now in a state of metamorphosis. Come back next month, and you'll find a beautiful new monster ripping free of its cocoon. What's so special about our little redesign, you ask?

To put a single word on it: features. Features, features, and more crazy IGN features! You love them, you asked for them, and starting next month, you'll get so many snazzy IGN features here in Unplugged that you'll want to print it out twice and eat a copy. Gone are the silly previews and chopped reviews of days past. Starting next month, you'll find nothing but glorious features from each of our IGN sites – the kind of features that you want to read and can't get anywhere else.

So have a glance at our work in progress here, and start marking your calendars for the end of September (or possibly sometime early October) – we'll see you then!

